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THE OFFICIAL

# STAR TREK<sup>®</sup>

## FACT FILES 226



**The Covert Operations Index**  
A guide to undercover missions

**Romulan Senator Koval**  
Duplicitous head of the Tal Shiar

**Captain Grebnedlog**  
Pakled officer with a plan



**Role of an Operations Manager**  
Managing the affairs of ship and crew



**GEGEN'S RESEARCH VESSEL**  
Exploring the interior of a Voth Ship



**Initiating Contact**  
Index to first encounters

ISSN 1364-3983



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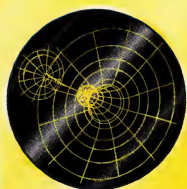
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SPACE  
PHENOMENA

# The Guide to the STAR TREK Galaxy

FILE 5

CARD 291



SPACE  
PHENOMENA

## SPATIAL SCISSION

The divergence of **subspace** fields known as a **spatial scission** leads to the duplication of the *U.S.S. Voyager NCC-74656* and its crew in 2372 — and an extraordinary situation where Captain Kathryn Janeway is able to stand face to face with herself.

**T**he anomalies and spatial phenomena of the **Delta Quadrant** are among the most fantastic in the entire Galaxy. The Federation starship *U.S.S. Voyager NCC-74656* catalogs many of these through sensor scans or direct contact — but few are as amazing as the **spatial scission** through which the vessel passes in 2372.

The galactic forces at work behind the formation of a spatial scission may only be guessed at, but this phenomenon is sometimes found in the more mundane stellar material of a plasma

drift. It is best described as a divergence of **subspace** fields that has the amazing effect of duplicating any matter that it comes into contact with, be it organic or inorganic. Matter is duplicated right down to the atomic level as mass, energy output, and biosignatures are doubled in a split second. The only material not able to be duplicated is antimatter.

### Strength in numbers

The *U.S.S. Voyager* passes through a spatial scission while hiding from **Vidlian** sensors in a plasma drift. The collision appears at first to be a form of

subspace turbulence, but the immediate effect is overwhelming. Main power is lost, the warp engines stall, and the impulse engines and maneuvering thrusters are severely disabled. These are simply symptoms of the major condition, however. The ship and its crew are copied instantly by the scission. Both *Voyagers* occupy exactly the same point in space-time, with neither aware of the other's presence. The sole difference is that one ship's molecular signature is slightly out of phase with the other's. The antimatter drains away on both



▲ The *U.S.S. VOYAGER NCC-74656* takes refuge from the **Vidlians** in a plasma drift.



▲ The spatial scission allows Captain Kathryn Janeway to come face to face with herself. The two Captains devise a strategy to outwit the **Vidlians**, who are intent on boarding *VOYAGER*.

▼ Ensign Harry Kim perishes during the devastation. He is sucked out into space by a hull breach, but is later replaced by his counterpart.

### VOYAGER UNDER FIRE

#### Day of Hell

The damage caused to one *Voyager* by its counterpart's proton bursts is shocking. Three **EPS** conduits rupture in Main Engineering after the first hit, causing heavy casualties. The second burst causes a major coolant leak in the mess hall, the loss of power to sickbay, and the death of the newborn child of Ensign Samantha Wildman. The third causes a hull breach on Deck 15, Section 29 Alpha.

The litany of damage continues with 632 microfractures along the hull's infrastructure. All primary systems, the main computer core, and environmental control are offline or failing, necessitating the use of emergency back-ups. The warp coils in both nacelles fuse and are inoperative, and emergency force fields are lost. The bridge itself catches fire and must be evacuated.

Ensign Harry Kim is killed while trying to seal a major hull breach. Fifteen other crew members are seriously hurt, with a further 27 suffering minor injuries.

▼ Ensign Samantha Wildman goes into labor during the crisis aboard one of the two *VOYAGERS*. Unfortunately, her child dies soon after she is born, but the alternate version of the baby does survive.



▲ Main Engineering suffers severe damage during the proton bursts. Several **EPS** conduits rupture, resulting in the evacuation of the department.





## GALAXY FACTS

- The impact of the proton bursts is able to be softened by magnetizing *Voyager's* hull with auxiliary power.
- A broad rotating band pulse – a form of ‘shrill whistle’ – is used by one ship to attract the attention of its badly-damaged counterpart’s crew.

▶ **Captain Janeway catches a brief glimpse of the devastated bridge of the counterpart starship VOYAGER.**

vessels, as both warp engines are attempting to run off the same source, much like siamese twins with a single heart. The antimatter levels continue to drop with each hour.

There is a single point of intersection between the two ships on Deck 15, Section 29. This location appears to be random, rather than determined by any specific factor. The spatial rift takes the form of an invisible portal in the middle of a corridor. People are able to approach it from either side, but when they attempt to pass through they find themselves transported to the same point on the other ship. The transition causes dizziness, blurring of vision, and loss of consciousness.

A portable **phase discriminator** can protect against this, and allow free



SPACE PHENOMENA

## The Guide to the STAR TREK Galaxy

FILE 5 CARD 291

### SPATIAL SCISSION

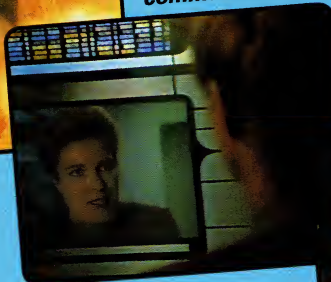


SPACE PHENOMENA

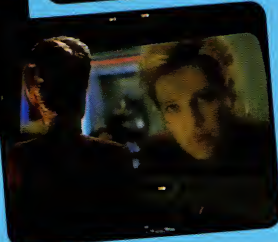
▶ **Captain Janeway and B'Elanna Torres work on a method whereby they will be able to establish contact with the other VOYAGER.**



▶ **The two Captain Janeways first meet during a brief and somewhat distorted audiovisual communication.**



▶ **The Captain of the intact VOYAGER reveals her intention to destroy her vessel.**



to their mutual destruction. The captain of the damaged ship makes the decision to activate the autodestruct to allow the other one to survive. She cannot be dissuaded.

movement. Transit is possible in both directions, but sending any more than five or 10 people through the rift would dramatically alter the atomic balance of the two *Voyagers*, and lead to their destruction.

### Dangerous procedure

The duplication of the ship is only the start of the troubles for one of the *Voyagers*. Both crews come to the conclusion that the only means of keeping the warp engines running is to infuse the warp core with repeated proton bursts generated in the sensor array at 30-second intervals. These cause a lot of stress on the hull, however, meaning it must be reinforced.

One ship's crew is slightly ahead of the other in implementing this plan – with catastrophic results.

The *Voyager* lagging behind is caught unawares by the other ship's proton bursts and suffers extreme damage. The source of the bursts is unable to be traced, though they appear to be originating from within the ship. The other ship's crew is initially ignorant of the disaster they have caused with the proton bursts. The first inkling is when **Captain Kathryn Janeway** spots her double abandoning the wrecked bridge during a fleeting spatial distortion that reveals the other bridge. The **Kes** from the damaged ship also passes through the spatial rift transfer point to the other side.

A quantum-level analysis

reveals the facts of what has happened: the spatial scission's duplication is so swift and perfect that it might have passed as a sensor aberration if the sensors had not been in perfect calibration at the time. Both ships' crews work together to discover a way out of their predicament. A patchy audiovisual signal is able to be established when both ships tune their comms to the same frequency, but the gravity of their plight forces one Janeway to visit the other ship using a phase discriminator.

Captain Janeway is thus able to stand opposite her exact double as they come to the realization that any attempt to separate the ships would disrupt the vital antimatter supply and lead

### Selfless sacrifice

The remarkable set of circumstances initiated by the spatial scission culminates in an attack on the intact *Voyager* by the marauding Vidians. The ship is boarded and its **Starfleet** crew fights a losing battle as the invaders begin their harvesting. This *Voyager's* Janeway sends **Ensign Harry Kim** and **Ensign Samantha Wildman's** baby through the portal to replace their dead counterparts, and destroys her ship to stop the carnage. The remaining *Voyager* is able to escape and begin the vast repair job. It is nevertheless a tragic end to an extraordinary situation.

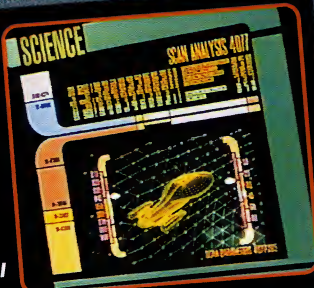
## MERGING SHIPS

### Failed attempt

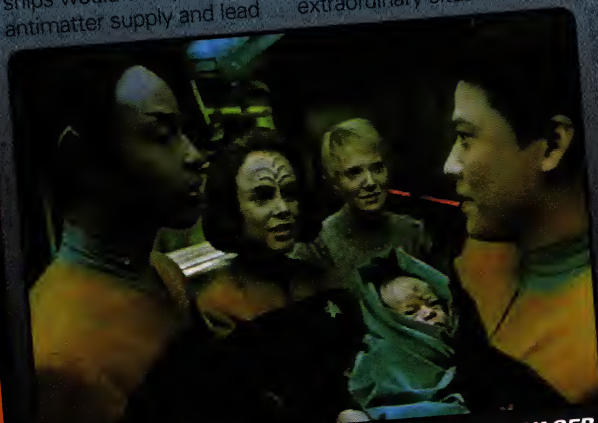
The crews of the two *Voyagers* attempt to merge the two ships back together again by recreating and depolarizing the spatial scission. Each ship must generate a massive resonance pulse from their deflector dishes at exactly the same time; the heavily-damaged *Voyager* can only manage this by the evacuation of the entire crew to Deck 15, and the rerouting of power from the empty decks.

The damaged ship's crew takes the lead, but the quantum cohesion on both *Voyagers* immediately begins to break down. The subspace divergence field is so chaotic that the ships cannot be merged, and the endeavor succeeds only in pushing the two vessels further out of phase.

▶ **Scans reveal that the two VOYAGERS reside in the same region of space. The two crews decide to reintegrate the identical starships.**



▶ **The two U.S.S. VOYAGER NCC-74656s represent an amazing sight during their ultimately unsuccessful attempt to merge into one vessel.**



▶ **Harry Kim flees the pristine version of VOYAGER with the newborn Naomi Wildman after the vessel is overrun by the Vidians. He is welcomed aboard the other VOYAGER without question.**



# The Guide to the STAR TREK Galaxy

FILE 1 CARD 88

## THE INITIATING CONTACT INDEX

**Part 1** The myriad species found throughout the Galaxy all have their own unique way of contacting other races. Sometimes this may occur in an effort to share information, while others may require contact to prolong their existence.

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*VOYAGER*

#### Balok



Contact with the **First Federation** is made in 2266. Peaceful negotiations are conducted only after **Captain Kirk** makes a show of strength.

'The Corbomite Maneuver'  
FILE 68  
CARD 2

FILE 58 CARD 66

#### The Horta



Peaceful contact with the **Horta** of **Janus VI** is established after it inscribes a message into a rock surface. **Spock** subsequently conducts a **mind-meld** with this silicon-based life form.

'The Devil in the Dark'  
FILE 68  
CARD 25

FILE 18 CARD 161

#### The Organians

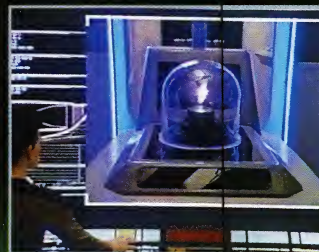
**Captain James T. Kirk** initiates contact with the **Organians** in an effort to protect them from a **Klingon** invasion force in 2266.



'Errand of Mercy'  
FILE 68 CARD 26

FILE 18 CARD 14

#### Microbrain



The crew of the **U.S.S. Enterprise NCC-1701-D** make contact with a small silicon-based life form in 2364. Rudimentary messages made by the **microbrain** found on **Velara III** are translated by the *Enterprise* computers.

'Home Soil'  
FILE 69 CARD 16

FILE 18 CARD 10

#### Solais V



'Loud as a Whisper'  
FILE 69  
CARD 31

Renowned mediator **Riva** uses sign language to establish peaceful negotiations on **Solais V**.

FILE 18 CARD 83

#### Drema IV



'Pen Pals'  
FILE 69  
CARD 40

**Data** contacts a young girl named **Sarjenka** via **subspace** radio in 2365, little realizing that his communications are violating the **Prime Directive**.

FILE 18 CARD 141

#### The Borg

'Q Who'  
FILE 69  
CARD 41

Contact with the **Borg** is forced upon the crew of the **U.S.S. Enterprise NCC-1701-D** by **Q** in 2365.



FILE 15 CARD 1



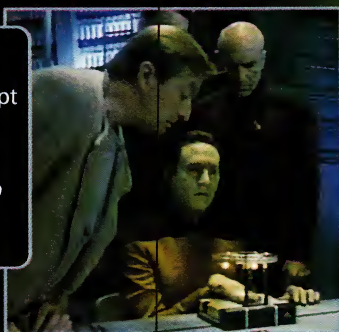
# THE INITIATING CONTACT INDEX

FILE 1 CARD 88

## Nanites

**Lt. Commander Data** allows **Nanites** to take over his body in an attempt to act as a conduit for communications between the crew of the **U.S.S. Enterprise NCC-1701-D** and the microscopic robotic life forms.

'Evolution'  
FILE 69 CARD 49



FILE 66 CARD 14

## The Mintakans

**Captain Jean-Luc Picard** is forced to initiate contact with the **Mintakans** after a **Federation** anthropological team is exposed to the bronzed culture.



'Who Watches the Watchers?'  
FILE 69 CARD 51

FILE 18 CARD 16

## The Malcorians

First Contact with the **Malcorians** is made after **Commander Riker** is injured during a covert mission.

'First Contact'  
FILE 69 CARD 87



FILE 18 CARD 94

## The Cytherians

The **Cytherians** make contact with other races using probes to invite them to visit their homeworld.

'The Nth Degree'  
FILE 69 CARD 91

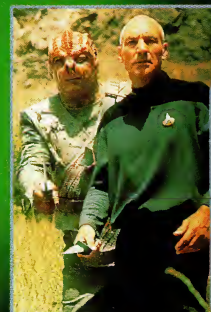


FILE 42 CARD 5

## The Tamarians

'Darmok'  
FILE 69 CARD 99

The **Tamarian** race communicate by using a complex series of metaphors based on the mythology of their species.



FILE 18 CARD 90

## Crystalline Entity

**Lt. Commander Data** devises a method of communicating with the **Crystalline Entity** by producing vibrations in its crystal formation using **graviton pulses**.



'Silicon Avatar'  
FILE 69 CARD 101

FILE 5 CARD 7

## The Prophets

'Emissary'  
FILE 70 CARD 1



The **Prophets** who reside in the **Bajoran wormhole** send orbs to the people of **Bajor** over the course of 10000 years. They make **First Contact** with **Commander Benjamin Sisko** in 2369.

FILE 10 APPENDIX CARD 1

## Infant Changeling

**Odo** and **Dr. Mora Pol** attempt to stimulate an infant Changeling into showing signs of life in 2373.

'The Begotten'  
FILE 70 CARD 104



FILE 70 CARD 104

## The Nacene

'Caretaker'  
FILE 71 CARD 1

The **Caretaker** initiates contact with numerous species by transporting them to the **Delta Quadrant**, hoping to find a compatible life form with which to mate.



FILE 18 CARD 121

## Micro-wormhole Probe

The crew of the **U.S.S. Voyager NCC-74656** contact a **Romulan** vessel via a **micro-wormhole** in 2371. They are only able to send a small message canister.

'Eye of the Needle'  
FILE 71 CARD 6



FILE 63 CARD 15





THE  
BAJORANS

# The Guide to the STAR TREK Galaxy

FILE 10

CARD 2C

## THE BAJORAN SYSTEM



THE  
BAJORANS

The Bajoran System contains some of the most amazing sights found in the Alpha Quadrant, including a diverse range of planets, and the Denorios Belt — the location of the amazing Bajoran wormhole.

**T**he vast area of space covered by the **Alpha Quadrant** has been the setting for numerous conflicts and disputes during the history of the

**United Federation of Planets**, but the inhabitants of few regions have endured as much suffering as those of the **Bajoran System**. Since the annexation of **Bajor** in 2328 by **Cardassian** forces, the Bajoran System has seen the enslavement and murder of its indigenous people, formed a safe haven for the often ruthless and bloody **Maquis** terrorist movement, and has become one of the most important tactical regions in the history of the Federation during the war with the **Dominion**. Many Bajorans feel the discovery of the **Bajoran wormhole**

linking the Alpha Quadrant to the **Gamma Quadrant** is more of a curse than a blessing, as its existence forms the need for a protective alliance with the United Federation of Planets, and increases the risk of further unwelcome attention from a variety of external forces. It is to the credit of the Bajoran people that their culture and identity survives despite these overwhelming pressures.

### Strategic location

The Bajoran star system is located approximately 50 light years away from the core Federation worlds, far deeper into the Alpha Quadrant than Earth's Sol System, and further away from the neighboring **Beta Quadrant** than **Ferenginar**. The closest neighboring systems are **Cardassian**



space, and the **Valo System**, located in neutral space very close to the Cardassian border, and containing at least three habitable planets. The proximity with Cardassian space was once a safe distance at five and a quarter light years, but the development of warp drives ultimately leads to the **Cardassian Union** reaching their neighbors,

and plundering the rich resources of the Bajoran system, and Bajor in particular after they exhaust their own reserves. Recent archaeological finds on **Cardassia Prime** provides evidence that early Bajorans were successful in crossing the dangerous **Denorios Belt** between the two systems in relatively flimsy **Solar Sailing Ships** as early as eight centuries

previously — an impressive engineering and navigational feat buried and ignored through racial animosity for centuries.

### Extensive system

The central star of the system is **Bajor-B'hava'el**, which has 14 planets revolving in differing concentric orbits around it. One of the closest stars to this central body is **Orellius Minor**, an F-type star located close to the Alpha Quadrant terminus of the wormhole, although not within the system's defined boundaries. Bajor-B'hava'el does not escape attention during the **Dominion war** — a plan to destroy it with a hugely powerful **trilithium** explosive device is attempted in 2373 by a changeling duplicate of **Deep Space Nine's** Chief Medical Officer **Dr. Julian Bashir**; but the plot is subsequently thwarted by **Starfleet**. The 14 planets include eight terrestrial worlds of which Bajor is the primary homeworld; three gas giants, and three

### Visible devastation

*The worlds of the Bajoran System are left horribly scarred by the presence of the Cardassian forces.*

### Facing an uncertain future

*The Bajoran people are left with little hope for the future amidst the desolation of their system and the worlds within it.*

### SOLAR SAILING SHIP

#### Ancient Bajorans on a voyage of discovery

One of the most important discoveries of recent times has been the revelation that the ancient Bajorans had the ability to travel throughout their solar system — and, amazingly, beyond to the region of space now designated as the **Cardassian Union** — using their gracefully designed **Bajoran Solar Sailing Ships**.

In 2371, Commander Benjamin Sisko undertakes a personal project to construct a replica of such a vessel, and during a test flight, proves the theory that these ships could, in fact, travel at incredible velocities — up to the warp speeds used by most modern starships.



▲ Benjamin and Jake Sisko prove that the ancient Bajorans could pilot their vessels to the planet Cardassia.

▶ Sisko uses only the tools employed by the ancient Bajorans when he pilots his SOLAR SAILING SHIP in 2371.



▲ Benjamin Sisko's graceful SOLAR SAILING SHIP reveals the hitherto unrevealed advances made by the ancient Bajoran people.





## GALAXY FACTS

At least five of the Orbs sent out of the Bajoran wormhole by the Prophets are found in the Denorios Belt

The Bajoran moons are inhabited by spider-like life forms called Puckaloo and the Bajoran Resistance ate these during the Occupation.

ice/rock conglomerates. The terrestrial worlds are comprised of nickel-iron cores and silicate mantles, with varying proportions of metals and other elements and compounds. In the case of Bajor, its rich deposits of uridium are one of the primary reasons for Cardassian occupation, and for the construction of processing facilities such as **Terok Nor**, and **Empok Nor** in the nearby **Trivas System**.

### Gas giants

The enormous planets are hydrogen-helium masses with varying proportions of methane, ammonia, sulfides, and metallic sodium, and it is these that attract the Cardassians who attempt to process **deuterium fuel** there; the mining stations in orbit around the large gas giants are now abandoned.

Located on the outer rim

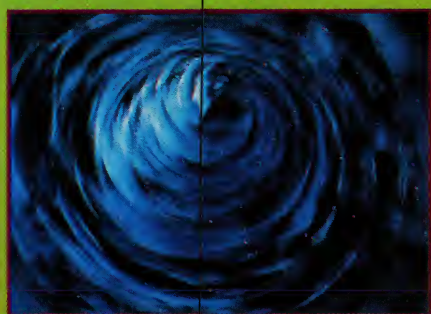


## The Guide to the STAR TREK Galaxy

FILE 10

CARD 2C

### THE BAJORAN SYSTEM



#### Passage across the Galaxy

The Bajoran wormhole is an awe-inspiring sight as it spirals open. It provides an almost instant gateway to the distant Gamma Quadrant.

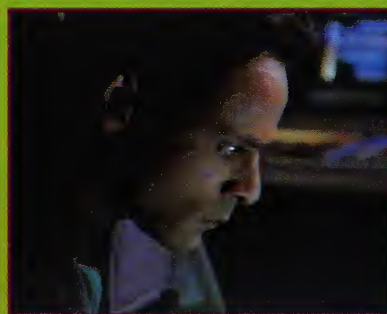
of the Bajoran System are three frozen worlds consisting of water and methane ices; however, these are uninhabitable due to their distance from the Bajoran sun.

Bajor's relative position provides an ideal location for the development of life, with two of its five moons capable of supporting life. The fifth moon, **Jeraddo**, supports a **Class-M** atmosphere, but it is evacuated in 2369 in order to tap its molten core as a much needed energy source for the severely depleted Bajor. The colonists are controversially relocated to Bajor after Jeraddo's surface is rendered uninhabitable due to the toxic gases released

by the mining procedure. During the Cardassian occupation, a number of **Bajoran Fighter Ships** are stored on Jeraddo in an underground facility, and used for attacks on Cardassian convoys within the system.

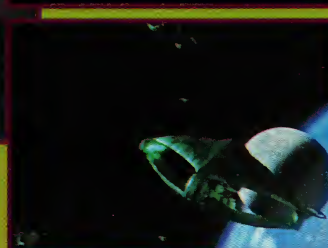
#### Secret installation

The fourth moon, **Derna**, is uninhabited until early 2375 when permission is given to the **Romulan Star Empire** to locate a field hospital there for troops injured in the **Dominion war**. The Romulans' storage of 7000 **plasma torpedoes** leads to serious concern over their intentions toward Bajor, and results in a blockade by the **Bajoran Militia** until



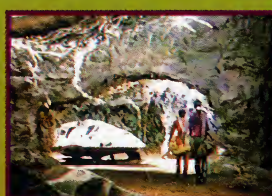
#### Changeling plot

In 2373, a Changeling posing as Dr. Julian Bashir steals a Starfleet RUNABOUT with the intention of destroying the Bajoran star.



#### Threatening

The Romulans secretly stockpile weapons on the Bajoran moon Derna during the Dominion war.



#### Concealed ships

The Bajoran resistance hide a number of vessels on Jeraddo, one of Bajor's moon.

#### Lost Founder

Odo is found in the Denorios Belt after he is sent into the Galaxy by the Founders.

Romulan **Senator Cretak** agrees to remove the stockpile of weapons.

The second inhabited planet within the system is **Bajor VIII**, consisting of six colonies and at least two moons. Smaller Bajoran colonies are also located on **Free Haven**, although their fate is uncertain after an attack by **Breen** privateers in 2372. **Dreon VII** is one of the furthest Bajoran colonies regularly visited by freighters from Bajor, with **Prophet's Landing** being the Bajoran colony closest to the Cardassian border, and large enough to warrant its own governor and chief of security.

The Bajoran System is renowned for containing various temporal anomalies, and astronomical phenomena – not all of which are naturally occurring. One of the most challenging areas of space

is the **Denorios Belt**, a charged plasma field which is characterized by unusually severe neutrino disturbances and tachyon eddies. The Denorios Belt is the location for the artificially created verteron-driven tunneling phenomenon known as the Bajoran wormhole – but referred to by the spiritual Bajoran people as the **Celestial Temple**. Many Bajorans look upon the discovery of the wormhole in 2369 by **Commander Benjamin Sisko** as absolute proof of the Prophets' existence. They also feel that the wormhole is the actual Celestial Temple itself, although research carried out by Starfleet presents a more pragmatic picture of the vital relationship between the non-linear aliens inhabiting the passageway, and the phenomenon itself.

## MINING FACILITIES

### Stripping Bajor

During the Cardassian Occupation of Bajor, a number of orbital facilities are constructed in order to process the minerals that are stripped from the planets within the system. Included among these are the space stations **Empok Nor**, and **Terok Nor**, which is located in orbit of the planet Bajor itself.

These facilities are of the utmost importance during the subjugation of Bajor, but they are abandoned when the Cardassians elect to pull out of the system. **Empok Nor** is left to drift in space, but **Terok Nor** assumes a new role when it is taken under the jurisdiction of the Federation, renamed **Deep Space Nine**, and repositioned near to the Bajoran wormhole.

**EMPOK NOR** fares much worse than its fellow station; it is left abandoned and adrift in the Trivas System.



The Cardassians abandon the mining station **TEROK NOR** when they evacuate their forces from Bajor.







## ROLES WITHIN STARFLEET

## OPERATIONS MANAGER

## DUTIES AND ROLE

Operations managers aboard Federation starships have a number of diverse duties, including the allocation of many important systems.

The increasing complexity of Starfleet vessels leads to an ever-expanding reliance on automatic systems that are capable of monitoring their own performance, often with the ability to rectify any problems that may develop. The majority of shipboard activity is reliant on the main computer system, and – while the computing power available on starships is considerable – the need to keep a human being in the decision-making loop is met with the introduction of the operations manager. *Galaxy*-class vessels such as the *U.S.S. Enterprise NCC-1701-D* feature a dedicated work station on the main bridge that is designed to allow the operations manager to carry out their primary duties; that of controlling the various departmental functions running during a mission, and assigning the most efficient use of available resources.

## Working with technology

The operations manager is extremely reliant on artificial intelligence subroutines built into the main computer network to carry out the majority of the routine work. Tasks such as the routing of power and sensor usage to different departments are handled by the main computer, although the allocation of such resources is often decided by the officer in charge. The need for the operations station increases on a research vessel, as various simultaneous scientific and engineering operations may present conflicting requirements for the same resource, requiring a hierarchical decision of use to be made and implemented. Successful attainment of mission goals is one of the most important factors governing the decisions an operations manager may take, and due to the



▲ The operations station aboard *Galaxy*-class starships such as the *U.S.S. Enterprise NCC-1701-D* is located toward the front of the bridge. This provides the captain with easy access to the console during hazardous situations.

highly unpredictable nature of many situations faced by Starfleet crews, the experience and skills of ops is there to ensure mission objectives are never jeopardized.

The ops station's importance is highlighted by its positioning on the bridge. The relative location aboard the *U.S.S. Enterprise NCC-1701-D* and *U.S.S. Enterprise NCC-1701-E* is virtually identical, positioned to the forward left of the captain's chair with an unbroken view of the main viewscreen. The position on the *U.S.S. Voyager NCC-74656* is different, placing the station behind and above the senior officers, but facing forward and sharing a number of interfaces with the tactical station to its right. The positioning of these permanently manned stations on the bridge signifies the importance of ops to the continued efficient running of a vessel.

## Detailed information

The operations manager has at their disposal a series of readouts that give a continually updated list of current shipboard activities, thus allowing ops to prioritize resources on request, or alter the balance in cases of emergency or potentially dangerous tactical situations. The way in which resources for ship's sensors are allocated is particularly important for exploratory vessels as a number of differing departments require the usage of this resource for a wide variety of reasons. In cases where there is a chance of one department's use interfering or preventing the success of another, the operations manager may reschedule the allocation of sensor usage, or even request alterations to the vessel's course. In cases where an immediate scan is required for defensive or tactical purposes by the bridge, the operations officer has the authority to immediately demote all usage and employ the scanners solely for the overriding use.

The operations station's displays can be configured by the ops manager to present



▲ Ensign Harry Kim serves as the Operations manager aboard the *U.S.S. Voyager NCC-74656* during its perilous journey through the Delta Quadrant.

a menu of the most desirable courses of action when a conflict or emergency is met. A great deal of the allocation will be carried out automatically at the level of importance determined by the operations manager, although emergency overrides exist for immediate negation of any computer decision. One example of this may involve the authorization and launching of shuttlecraft – the computer usually handles scheduled launches, with unauthorized attempts immediately notified to ops where attempts can be made to disengage the launch sequence. Under potentially catastrophic conditions, or at times requiring the tactical advantage, it is also the responsibility of the operations manager to enable the saucer-separation routine for *Galaxy*-class vessels. The third aft mission ops station



▲ The operations console aboard the *SOVEREIGN*-class *U.S.S. Enterprise NCC-1701-E* retains the position of its predecessor, close to the helm and navigation station at the front of the bridge.





## FILE 19 A Guide to FEDERATION STARFLEET



▲ **The operations console aboard the U.S.S. ENTERPRISE NCC-1701-D is positioned to allow other crew members to observe the duty officer's actions.**

on *Galaxy*-class vessels is mostly automatic, unless the attention of the operations manager is required; it is used to support lower priority activity monitoring and resource allocation.

### Departmental liason

The operations manager is also responsible for providing status information to the main computer, which is then routed to all other departments and personnel. The officer also has an active controlling influence over **LCARS** in conjunction with the tactical officer. During crisis situations and times in which the vessel is traveling in reduced power mode, ops liaises closely with engineering in order to supervise the coordination of power allocation. The operations officer can instigate load shedding of nonessential power usage in such situations, although the officer has to be extremely careful to preserve essential and emergency power to areas that need it the most.



▲ **An operations manager is one of the few crew members present on the bridge of the ENTERPRISE when the ship operates under a skeleton crew in 2370.**

The operations officer's role extends to the preparation of away missions, from notifying specific personnel of their assignment and provision of relevant information, to the replacement of crew members in their normal roles when assigned to such teams. Preparations for the monitoring of away teams, **tricorder** telemetry, and communications are also a responsibility, as is the notification of issuance for specific field equipment that may be required. During a mission or normal shipboard activity, the operations manager may undertake a wide variety of roles in addition to monitoring departmental status and shipboard activity. For example, **Ensign Harry Kim** shares the responsibility for monitoring the bioneural circuitry with tactical officer **Tuvok**, and is actively involved in the scanning of, and communicating with, approaching vessels, in addition to internal security, and navigational responsibilities.



▲ **Many officers aboard a starship can perform the duties required at operations. This is particularly useful when crew members are assigned to away teams.**



▲ **Harry Kim's jovial personality is perfect for the role of operations manager, a position that requires him to liaise with the various other departments aboard the U.S.S. VOYAGER with a great deal of efficiency.**

## OPS OFFICER STEPS OVER THE LINE

### Taking the initiative

The captains of Federation starships place a great deal of trust in the officers that surround them, and the role of operations manager is foremost among such positions. In 2373, Captain Kathryn Janeway of the *U.S.S. Voyager NCC-74656* finds her trust severely tried by the actions of her operations officer, Ensign Harry Kim, when he unexpectedly fires upon a seemingly friendly vessel. Kim has little trouble in reconfiguring his workstation to act as a tactical console, as well as preventing Tuvok from interfering with his swiftly executed plan. Captain Janeway is mortified by Kim's actions, and immediately relieves him from his post. She demands to know why he attacked the unsuspecting ship, and suspends him from duty. Nevertheless, such is Janeway's faith in the officers under her command, that she immediately instigates an investigation into Ensign Kim's "hunch," ultimately revealing that his actions, albeit unauthorized, were justified.

▼ **Captain Janeway is shocked at Kim's actions. She suspends him from duty, but is compelled to investigate the matter further in order to exonerate him.**

► **Despite holding the relatively low rank of ensign, Harry Kim is well-versed in the duties that form the role of an operations manager.**



▲ **Lt. Commander Data's android physiology makes him one of Starfleets most efficient operations managers. He is able to coordinate with the various departments aboard the U.S.S. ENTERPRISE far quicker than a human crew member would be able to.**





## ROLES WITHIN STARFLEET

## TRANSPORTER CHIEF

## DUTIES AND ROLE

The duties of a transporter chief may appear as one of the least important roles aboard a starship, but personnel holding this position are entrusted with the safe transit of every crew member who steps onto the transporter platform.

**T**ransporter systems are one of the most important facilities available to **Starfleet** vessels and facilities, enabling the near-instantaneous transportation of personnel and materials from one location to another, and reducing the need for shuttlecraft or other auxiliary vessels having to hard-connect via a docking station. Transporter technology is extremely complex, and because of the nature of its technology and function, the maintenance and regular inspection of its numerous elements is a high priority, often requiring the services of specifically trained personnel to both operate and oversee its daily use. Personnel qualified in the operation and routine checking of transporters are often referred to as the transporter chief, with transporter technicians often working under these more experienced personnel. Their knowledge of transporter systems is often called upon to ensure that members of an away team are returned to the ship under even the most difficult conditions.

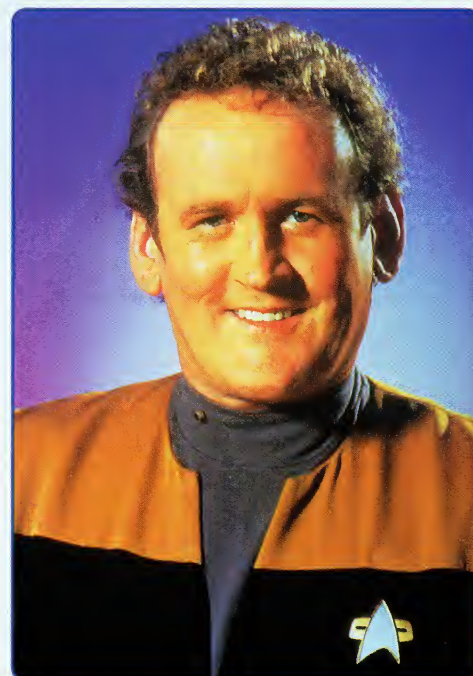
## Important position

Transporter chiefs are usually assigned duty shifts in transporter rooms, with the number of chiefs directly related to the size of the vessel, and number of personnel and cargo transporters. During times when transporters are not scheduled for use, transporter chiefs may order technicians to carry out test transports, or undertake them personally,

utilizing a standard **Starfleet Transporter Test Article** that consists of a cylinder constructed from **duranium**, approximately one meter tall and 25 centimeters thick. The cylinder can be sent between individual pads within a single transporter room, or sent to other transporters on the ship or facility. The information gathered as it is sent back and forth between the various units shows the overall condition and effectiveness of the transporter system. Regular maintenance of this equipment is vital to reduce any risk of malfunction, as the loss of any vital component during transportation can have catastrophic results on the individual caught in the affected beam.

## Investigative duties

Transporter malfunctions are extremely rare, but if an accident does happen it will be the role of the transporter chief along with a senior engineer to investigate the cause of the accident. In 2367, an alleged malfunction of the **phase transition coils** aboard the **U.S.S. Enterprise NCC-1701-D** is believed to be the cause of the death of the **Romulan Ambassador T'Pol**, but **Transporter Chief Miles O'Brien** indicates that they were replaced only a week prior to the incident. These vital elements convert the subject from matter to energy, and reverse the process on receipt of the transporter stream; O'Brien's close investigation reveals that T'Pol's death has



**Miles O'Brien** serves as a transporter chief aboard the **U.S.S. ENTERPRISE NCC-1701-D** until 2369. He even has a favorite transporter room – transporter room 3 – in which to work.

in fact been staged to mask her return to the **Romulan Warbird Devoras**, under her true identity of **Subcommander Selok**.

Familiarity with the systems and regular checking of a transporter's elements prove to be extremely important in this instance, illustrating the value of having a transporter chief with extensive engineering knowledge. One of the most renowned transporter chiefs operating in

## THE HUMAN TOUCH

## Operating the transporter

The systems that a transporter chief uses in the course of their duties have seemingly changed little over the course of the 23rd- and 24th-centuries, but the advent of newer technologies has led to more efficient devices, and far safer transport systems for personnel and cargo. In 2266, the controls operated by a starship's

transporter chief consist of a series of toggle switches that are used to activate the device. The introduction of touch-sensitive controls in the 24th-century leads to a more precise method of manipulating the transporter systems, reducing the time it takes to rematerialize whoever is beaming aboard.



**During the 23rd century** it is commonplace for two personnel to man the transporter in the event that an emergency situation arises.



**Janice Rand** serves as the transporter chief aboard the refitted **U.S.S. ENTERPRISE** in 2271. She has the dubious job of working the malfunctioning device.



**Transporter procedures** enjoy the benefits of revised systems by the 24th century. The old levers are replaced by efficient touch-sensitive controls.





## FILE 19 A Guide to FEDERATION STARFLEET



Despite being the chief engineer aboard the *U.S.S. ENTERPRISE NCC-1701*, **Montgomery Scott** often elects to work the transporter to ensure a safe transfer.

the 2360's and 2370's is Chief O'Brien, an engineer with 22 years of experience in transporter systems prior to his promotion to **Chief of Operations** on station *Deep Space Nine* in 2369. The last six years of his career as transporter chief are spent aboard the *U.S.S. Enterprise NCC-1701-D*, although he is not the only chief serving on board the vessel at this time – between 2364 and 2370, operational staff include **Chief Herbert**, **Chief Hendrick**, **Chief Hubble**, **Chief Hutchinson**, **Chief Kelso**, and **Chief Salazar**, although **Captain Jean-Luc Picard** admits to finding himself calling on O'Brien by name, such is his familiarity with this officer. Chief O'Brien's first experience with transporter systems occurs in 2347, during his time on the *U.S.S. Rutledge* when he beams down following the notorious **Setlik III** massacre, and manages to repair a balky field transporter just in time to save himself and 13 other fellow crew members from becoming **Cardassian** prisoners of war.

## Finding fault

General maintenance and routine replacement of modules is particularly important, with the transporter chief planning the inspection of the main systems along with other transporter staff. The main components for examination include the transport chamber itself, in which individuals stand during materialization and dematerialization, the main operator's console, including manual overrides, the **transporter controller subprocessor**, **primary energizing coils**, phase transition coils, **molecular imaging scanners**, **pattern buffers**, **biofilters**, and **targeting scanners**. Continual monitoring of these systems for potential faults and failure greatly reduces the risk to any member of the crew transporting off, or onto, the ship.

In addition to being conversant with the operation of the entire transporter system, the transporter chief must also have full knowledge of emergency procedures, the limitations of transporter systems, and transporter command codes that may be issued by a commanding officer. Manipulation of both automatic and manual controls to boost matter gain, or to recalculate a target's position for a transporter lock often come with experience, although a complete loss of signal, or failure of a component would leave even the most



Transporter chiefs stand ready in the transporter room at all times. They are prepared to initiate the transporters at a moment's notice in a crisis.

experienced chief helpless, and the target lost. One of the most difficult procedures for a chief or technician to carry out is a blind beam-out, whereby an entire area is beamed out rather than isolating each individual pattern. If an emergency arises whereby beaming out a party in close proximity to each other is called for, the transporter chief will use all of their skills and experience to maximize the chances of this risky procedure succeeding.

The limitations of transporters vary according to local conditions and the type of transporter being used; however, the chief must be aware of the maximum operational range of the transporters they are working with, and the interference generated by **deflector shields**. Transportation at warp speeds is unadvisable under normal circumstances, although Chief O'Brien has successfully completed such a transfer from two vessels traveling at the same relative velocity; transporter chiefs may also be required to carry out emergency site-to-site transports, which is again unadvisable under normal conditions. Transporter command codes are rarely used within Starfleet, but transporter chiefs are well aware that if they are ordered to carry out a **Code 14** transport, they should dematerialize the object on the pad, and immediately rematerialize it in a dissociated state, effectively destroying the object at a molecular level.



Chief Brossmer conducts a Level 1 diagnostic after **Geordi La Forge** and **Ro Laren** are lost during transport in 2368.



The transporter chiefs aboard the *U.S.S. VOYAGER NCC-74656* are comprised of personnel from both the Starfleet and Maquis crews who unite aboard the vessel.



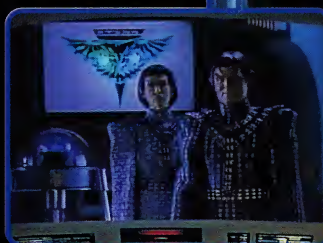
The quick actions of a transporter chief may mean the difference between life and death for members of an away team needing to depart a hazardous situation.

## FIGHTING FOR LIFE

### Malfunction

The loss of the Vulcan **Ambassador T'Pel** in what appears to be a transporter accident leads to a thorough investigation of the transporter facilities, aboard the *U.S.S. Enterprise NCC-1701-D*. After the loss of T'Pel, **Captain Picard** orders the transporter to be taken out of service, and instructs **O'Brien** and **Data** to conduct a level 1 diagnostic of all units. This soon reveals that the transporter was not at fault, and indicates that a second transporter signal was present – exposing T'Pel's **Romulan** heritage.

Ambassador T'Pel is seemingly killed in a transporter malfunction. It is later revealed that her supposed death is part of a **Romulan** plot to retrieve their operative.



Investigations of the transporters aboard the *U.S.S. ENTERPRISE* reveal how T'Pel escaped to a **ROMULAN** **WARBIRD** – as confirmed by her presence on the **Romulan** bridge.



# Crewman Mortimer Harren

Mortimer Harren is a peculiarity in *Starfleet's* endless ranks of high achievers — a misfit. He makes little secret of his preference for his own company and intellectual stimulation on the long journey back to the Alpha Quadrant aboard the *U.S.S. Voyager NCC-74656*.

## OTHER CARDS IN THIS FILE...

68 LT. JOSEPH CAREY  
69 LON SUDER  
87 THE DELANEY SISTERS  
112 CREWMAN TAL CELES  
113 CREWMAN WILLIAM TELFER

## SEE OTHER FILES...

*U.S.S. VOYAGER*.....File 29  
*STAR TREK: VOYAGER*.....File 71

**M**ortimer Harren is not your typical *Starfleet* officer. He is sullen, insular, and prone to intellectual grandstanding — but he also has a faculty for theoretical reasoning that belies his lackluster assignment aboard the *U.S.S. Voyager NCC-74656*.

Harren's close-cropped brown hair frames an intense, rather dour face. He spent an apparently emotionally-detached childhood, during which not even his mother addressed him as Mortimer. He later forms his own ideas along the lines that one's future is determined either by genes or childhood environment: he feels that he is the product of his nucleic acids, and that any other factor is irrelevant.

## Childhood influence

Harren was raised on *Vigo V*, a planet that has the reputation of "the wildest sky in the Alpha

Quadrant." The multitude of astronomical phenomena probably influenced Harren's decision to become a cosmologist, and he gained five advanced degrees in theoretical cosmology. He follows this up by applying to attend the Institute of Cosmology on *Orion I*. A year of hands-on experience is one of the institute's entry criteria, so Harren took a decision that would dramatically affect his future — he signed onto *Voyager* as a non-commissioned officer (NCO). He begins to rue this choice the day he is stranded in the *Delta Quadrant* along with the rest of the vessel's crew.

Harren does not fit in aboard *Voyager*, and he does not want to fit in; he sees himself as a victim of circumstance. He is not partial to exploration, stating that stumbling from star to star like a drunken insect moving toward a light source is not his idea of a dignified existence. Pure theory is all that concerns

## PROFILE OF A CREWMAN

**NAME:** Mortimer Harren

**LIFE FORM:** Human male

**STATUS:** Non-commissioned officer aboard the *U.S.S. Voyager NCC-74656*

**REMARKS:** Harren is viewed as something of an outsider, content to continue his cosmological studies at the expense of forming long term friendships among the crew.

**FIRST SEEN:** "Good Shepherd" [VOY]



▲ *Mortimer Harren's personality is marred by an aloofness that sets him apart from everyone else. He views others with something approaching disdain, and would rather be left alone than enjoy the company of fellow crew members.*

him, and nothing disagrees with him more than having to put theories into practice.

## Consigned to Deck 15

Harren seeks out an assignment that gives him the maximum time to work on his own equations to disprove or support particular theories. He finds it in the dark of the **plasma relay room** on Deck 15, where he controls power flow to various sections of

the ship. He says he never gets lonely with his own thoughts, and he at least has a window view out onto space to put those thoughts into perspective. His direct superior, **Chief Engineer B'Elanna Torres**, attempts to make use of Harren's exceptional skills in more significant areas, but to no avail. His refusal to accept more responsibility even leads to **Commander Chakotay** suggesting he be

relieved of duty and allowed to follow his own pursuits, as this would not harm the running of the ship or general efficiency. **Captain Kathryn Janeway** cannot accept this solution, however.

Harren is instead left to his own devices in the bowels of the ship, mostly untroubled by others. It is a brave soul who stands in the way of cosmological history by interrupting him

## COMPLETELY ALONE



## ★ Solitude

*Harren continues to research his theories while on duty. He cares little for the company of others.*



## ★ Crew evaluation

*Mortimer Harren is mentioned by Seven of Nine as one of the engineering department's inefficiencies.*



## ★ Unwanted assignment

*Harren has no qualms about telling Captain Janeway that it is a mistake to assign him to an away mission.*



## ★ Uncomfortable meeting

*Harren dismisses Tom Paris's genuine attempts at social interaction with a sarcastic remark about the officer's posting on the bridge.*



## Crewman Mortimer Harren



"Harren wants to be down on Deck 15. It gives him more time to repostulate the origins of the universe."

— B'Elanna Torres justifies Mortimer Harren's minor role aboard the *U.S.S. Voyager*

### ★ Competent

Harren is perfectly adept at his duties, but his social skills leave something to be desired.

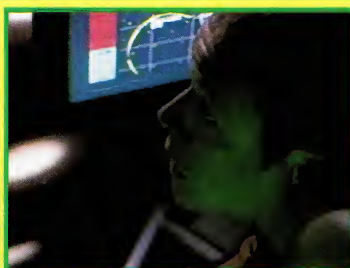


### ★ Taking action

Harren shocks Captain Janeway by taking matters into his own hands. He kills a newly discovered life form without a second thought.

### ★ Dismissive

Harren has virtually no respect for those around him. He has little difficulty in upsetting Tal Celes with his offensive remarks.



### ★ New beginning

Harren's actions on the away mission reveal a new aspect to his personality. It is possible that this will have a positive effect on his future relationships with the crew.



### ★ Selfless act

Harren surprises the crew of the *DELTA FLYER* in 2376, by using an escape pod to create a diversion for the damaged vessel.

with actual work, such as an engineering directive to route more power to the sensor array. Harren's obsession de jour in mid-2376 is disproving **Schlezholt's Theory of Multiple Big Bangs**. He claims to have come close several times, but this feat involves demolishing **Wang's Second Postulate**.

### Socially estranged

Harren keeps his own company, even in his off-duty hours. He tends to sit alone in the mess hall, contemplating the same **PADDs** and theorems that occupy his attention during the rest of the day. He seems to have no friends aboard *Voyager*; he sees the friendships around him and does not care to be part of them. He comprehensively rejects overtures of companionship, and derives enjoyment from being a nonconformist. This does not impress many of his colleagues.

The solitary crewman has little patience with others. He is always ready with a withering sarcastic putdown concerning someone's intelligence or station. He enjoys highlighting other people's lack of scientific knowledge, or flaws and insecurities, and making them feel foolish. He does, however, show a measure of respect for anyone with an understanding of his fields of interest.

Harren is not afraid to speak his mind, even to superior officers. He comes very close to insubordination on occasions, particularly in stressful situations. He even dismisses Captain Janeway's attempt to learn more about his background as being full of unspoken assumptions with which he does not agree. Janeway is diplomatic in her reply.

Harren naturally never volunteers for an away mission, as neither work nor adventure interest him. He is not ordered to join one for much the same reason. It comes as something of a surprise, then, that in 2376 he is assigned to a 72-hour, long-range mission investigating a **Class-D** cluster of gas giants, spatial anomalies, and other astral phenomena.

He initially believes this must be a mistake, but the real reason is his negative mention in a shipwide efficiency analysis completed by **Seven of Nine**. Harren's role on the mission is to look at **subspace** particle decay for anything new to be learnt about star formation.

The journey is more eventful than predicted, with an attack by an alien life form, the subsequent infiltration of one of the team members, and an order by Janeway to abandon the *Delta Flyer* in escape pods. Harren finds himself forced to cooperate and

function in a team environment – as was the captain's aim all along – and acquits himself quite well. The mood is tense, however, especially when he is nearly injured when **Crewman William Telfer** neglects to cut the plasma flow as has been requested of him.

### Afraid of the unknown

Harren panics at one point during the mission, disobeying a direct order from Janeway and killing the small parasitic life form that invades Telfer. He reasons that it would have killed them without any real supporting evidence, but the fact remains that it was not his

decision to make.

Harren redeems himself with an unexpectedly noble gesture when he pilots an escape pod into the thick of the colony of life forms as a diversion for the *Delta Flyer*. He, and the pod, are beamed away in the nick of time, and the away team are subsequently rescued by *Voyager*.

Harren is not necessarily changed by his experience as part of the away team, but perhaps his horizons have been expanded a little by his reactions under pressure, and the unfamiliar responsibility of working and interacting with others.

## UNIVERSAL INSIGHT

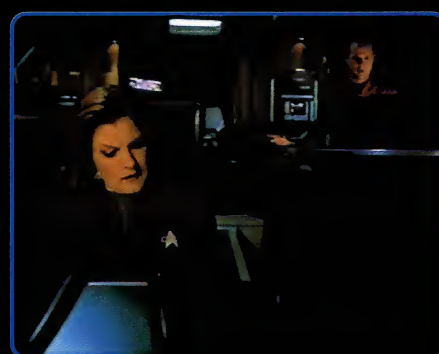
### Theory and practice

Harren's theoretical work ironically comes in handy when an unknown entity or phenomenon damages the *Delta Flyer*. He once wrote a paper, read by Captain Janeway, hypothesizing that a tertiary product of stellar consolidation would be a comet-like assemblage of dark matter. This would be attracted to any source of antimatter, and neutralize it on impact.

The possibility that this has caused the damage to the *Flyer*'s warp drive and impulse engines leads Harren to recommend ejecting the remaining antimatter in case it should attract another protocomet. Janeway does not take this option, but she does seriously consider it.

### ▶ Verbal sparring

Harren is somewhat taken aback by Captain Janeway's intellectual comments regarding his cosmological theories. This debate serves to raise the captain in the crewman's estimation.





## FILE 49 ROMULAN PERSONNEL

# Senator Koval

Secrecy, duplicity, and betrayal are virtually a prerequisite for Senator Koval in his capacity as head of the **Tal Shiar**. Fortunately for him, his Romulan superiors are unaware of his covert connection to the nebulous **Federation** intelligence unit known as **Section 31**.

**K**oval, like many **Romulans**, is cold and aloof, lacking an overt sense of humor. He is uninterested in small talk, and dismissive of human forms of expression, describing them as "completely devoid of meaning." It seems that conversation is simply a means of acquiring information for Koval, as he is businesslike and direct when speaking to others, asking pointed questions and moving on as soon as he receives an answer, with little time for pleasantries. During a formal interrogation of someone he has detained, however, the passage of time is unimportant so long as he eventually learns what he needs to know.

## Distinguished Figure

By human standards, Koval would appear to be in his forties. He is tall and powerfully built, with dark hair, which is tinged with gray streaks, cut in the traditional Romulan style. He wears the multi-tone gray uniform of the **Tal Shiar**, incorporating a black band that runs diagonally from his left shoulder to his right hip, with silver insignia denoting his rank on both sides of the collar, comprising two crescents and a stud nearest the chin.

In 2375, Senator Koval is head of the **Tal Shiar**, the Romulan state intelligence service. In this position, he reports directly to the **Continuing Committee**, a powerful policy-making body chaired by **Praetor Neral**. Koval does not sit on

this committee – unlike his predecessors – though he is one of two candidates of senatorial rank that are the front-runners to be elected to fill a vacant position. Publicly, Koval is hawkish towards the Romulans' alliance with the **Federation** in the war against the **Dominion**. His main rival for a seat on the Committee, **Senator Cretak**, supports the alliance so long as she considers it expedient for the Romulans to do so.

## Conspiratorial

Koval's covert activities, however, would seem to be completely contrary to his public profile of a loyal Romulan spymaster. For over a year he has been providing **Starfleet Intelligence** with critical military reports, and he has also developed contacts with agents of the shadowy **Section 31**. This secret group carries out espionage activities often using methods contrary to the **Federation Charter**, including interfering in the affairs of sovereign powers. Koval's motives for this apparent betrayal of Romulan interests are unclear: it may be that he can identify with the clandestine and unethical behavior of **Section 31**, in keeping with his Romulan heritage, and thus has greater respect for the Federation when acting in such a manner. Alternatively, he may be playing a much deeper game, perhaps planning to infiltrate **Section 31** and **Starfleet Intelligence** in order to learn their secrets,

## PROFILE OF KOVAL

**NAME:** Koval

**LIFE FORM:** Romulan male

**POSITION:** Head of the **Tal Shiar**

**STATUS:** Believed to be suffering from **Tuval Syndrome**, a degenerative condition that severely impedes neurological functions.

**REMARKS:** Koval has formed an uneasy alliance with members of **Section 31**, a covert part of the Federation.

**FIRST SEEN:** 'Inter Arma Enim Silent Leges' [DS9]

▶ **Senator Koval's stern and unreadable expression hides a scheming and duplicitous individual, who is eager to further his own career.**



## MEETING THE FEDERATION

### ★ Intrigued by the Doctor

**Senator Koval attends the lecture that Dr. Bashir gives about the strange Dominion biological weapon – the Teplan blight.**



### ★ Scheming

**Senator Koval meets Dr. Bashir for a second time and asks the young doctor if they might talk privately. It is a potentially dangerous offer, but one that he cannot afford to turn down.**



## OTHER CARDS IN THIS FILE...

- 2 SELA: LOYAL ROMULAN
- 4 SENATOR PARDEK
- 7 COMMANDER TORETH
- 9 SENATOR KIMARA CRETAK

## SEE OTHER FILES...

ROMULAN STAR EMPIRE....File 12

STAR TREK:

DEEP SPACE NINE.....File 70





## Senator Koval



★ **Interrogation**  
Koval believes the only way to retrieve the information that he wants from Dr. Bashir is to use torture. He cares little for the effect it might have.

★ **Results**  
Due to Koval's ruthless methods of extracting the information he needs, Senator Cretak is charged with treason, and is incarcerated.



giving the Romulans an advantage in any future conflict between the uneasy allies.

### Removing a rival

With the majority of the Continuing Committee openly supporting the alliance with the Federation, at some point Koval clearly fears that Senator Cretak will be elected to the Committee at his expense. In concert with Section 31, and with the knowledge and tacit support of Starfleet's **Admiral William Ross**, Koval engineers a plan to discredit his fellow Senator. He lets it be known that he has been diagnosed with **Tuval Syndrome**, a degenerative and incurable neurological disease that affects mainly **Vulcans**, Romulans, and **Rigelians**. Within 10 to 15 years

### ★ Untouchable

Although it appears that Agent Sloan is untouchable, the Romulans show no mercy when questioning him. He arrives in front of the Continuing Committee battered and bleeding, having given into the torture and 'confessed' to his involvement against the Romulans.

anyone with this condition is likely to experience a loss of motor skills, gradually deteriorating in health thereafter during the last 10 years of their life. Section 31 ostensibly regards Koval as their natural enemy, and might be expected to try to accelerate the final stages of the disease by artificial means.

### Conspiracy in motion

During a conference on **Romulus**, Koval captures and extracts a 'confession' to this attempted assassination from Section 31 agent **Luther Sloan**. As an apparent consequence of

**"This can be painful or not. That's up to you Doctor. Either way, I will know what you know."**

— Senator Koval interrogates Dr. Bashir

events, Senator Cretak is told that a Romulan is working with Section 31 to kill Koval, and is persuaded to access prohibited intelligence files to discover who the traitor is. In reality though, Koval is never at risk and his real target, Cretak, is apprehended, and brought before the Continuing Committee where she is denounced as a traitor, and incarcerated.

Although it is possible that Koval

has recruited a small number of Tal Shiar operatives to assist him with his plans, it is unlikely that they will be aware of his links with Section 31. Indeed, it would be surprising if anyone apart from Koval himself knows what his next complex scheme will be, and the Federation would do well to respect and fear his abilities.

## ROMULAN TRICKERY

### Dr. Bashir: unwitting pawn

Dr. Julian Bashir becomes involved in Section 31's plan to 'assassinate' Senator Koval when he is approached by Agent Luther Sloan. He is horrified to learn that Sloan wants Koval out of the way so that the pro-Federation Senator Cretak can take the vacant seat on the Continuing Committee. Sloan tells Bashir to attend a conference on Romulus so that he can try to observe Koval's medical condition. Bashir does so, noting that Koval's eyelids are slightly displaced, that his facial muscles are noticeably weak, and that his respiration is irregular.

Worried about what may happen, Bashir tells Admiral Bill Ross his suspicions about Section 31, but Ross merely suggests that this would serve Federation interests. Unable to turn to anyone else, Bashir tells Senator Cretak of his suspicions, and persuades her to look for evidence of a Romulan traitor conspiring with Section 31 to kill Koval. Though captured and interrogated by Koval, and brought before the Continuing Committee in time to see Cretak's fall from grace, Bashir belatedly deduces the extent of Koval's deception.

### ★ Lesson

Agent Sloan gives Bashir a background lesson with the help of a holographic version of Koval



### ★ Torture

Dr. Bashir does not realize the amount of trouble he is in until he is escorted to an interrogation chamber where he undergoes a method of information extraction by the Tal Shiar





# Captain Grebnedlog

The **Pakleds** are seen as an intellectually challenged race, but as **Captain Grebnedlog** proves to the crew of the **U.S.S. Enterprise NCC-1701-D** in 2365, this outwardly amusing species can be every bit as devious and dangerous as many other races.

**T**he exact personnel structure of the **Pakled** ship **Mondor**, based in the **Rhomboid Dronegar Sector 006**, is unknown; however, it does have an individual who appears to function as commanding officer. How he arrived at this position is not known; but what can be discerned is that, like the rest of his race, **Grebnedlog's** rather comedic behavior disguises a more dangerous tendency.

## Unique appearance

Physically, Grebnedlog is a large man, about as tall as the average humanoid male, but somewhat plumper. He has yellowish skin, big teeth, bushy eyebrows, and a receding hairline. He wears a uniform consisting of a light brown quilted tunic and dark brown vest, apparently made from a leather-like material. There is no obvious symbol of rank on his uniform. His deliberate movements give the impression that he is slow and lumbering, although he

does prove himself quick enough to steal a **phaser** from a **Starfleet** officer.

## Limited intelligence

Mentally, Grebnedlog seems, if not stupid, then certainly not endowed with intelligence, although he claims he can tell if someone tries to trick him – yet there is no evidence to suggest that this claim is true. Grebnedlog equates intelligence with strength and power. It does not take a lot to impress him, and he is easily scared or fooled. He tends to fixate on only one item or concept at a time, and constantly repeats himself when speaking. His ambition, expressed with childlike simplicity, is to be 'smart' and 'strong,' and to have 'power' and 'respect.' He appears easily taken with new ideas, much like a child with a new toy. He can be extremely self-congratulatory, often with

## PROFILE OF GREBNEDLOG

**NAME:** Grebnedlog

**LIFE FORM:** Pakled male

**CURRENT STATUS:** Commanding officer of the Pakled vessel **Mondor**.

**REMARKS:** Grebnedlog's appearance and simple demeanor hides the fact that he and his crew have successfully plundered many alien technologies that they have since incorporated into their vessel.

**FIRST SEEN:** 'Samaritan Snare' [TNG]

**Grebnedlog initially appears as a rather benign individual, with something of a childlike manner.**

little basis. To non-Pakleds, Grebnedlog and his crew appear to be throwbacks, although it has been theorized that this perception may be at least

partly because of the Pakleds' poorly developed language skills.

Grebnedlog is not particularly authoritarian toward his crew, seeming to treat them as equals

rather than subordinates; indeed, he introduces his 'chief engineer' with the words "my friend ... his name is **Reginod**." This laid-back attitude may be in part because the 'captain' is

## PLANS OF THE PAKLED

### ★ Broken ship

**Grebnedlog contacts the U.S.S. ENTERPRISE NCC-1701-D in 2365 requesting assistance in fixing his damaged vessel.**



### ★ Portly figure

**Grebnedlog's somewhat humorous persona belies his deviousness.**

### ★ Among friends

**Grebnedlog welcomes Chief Engineer Geordi La Forge of the U.S.S. ENTERPRISE NCC-1701-D to the MONDOR. La Forge does not initially realize the danger that he is being placed in.**



### ★ Center of attention

**Grebnedlog is often found seated in front of a small desk on the bridge of his vessel. He appears to be in a state of constant confusion when confronted by La Forge's expertise.**



## OTHER CARDS IN THIS FILE...

- 6 DEVINONI RAL
- 10 VES ALKAR
- 15 SOREN

## SEE OTHER FILES...

**STAR TREK: THE NEXT GENERATION ...File 69**



# Captain Grebnedlog



## ★ Technical expertise

*Grebnedlog and his crew watch in awe as Geordi La Forge repairs the systems aboard their dilapidated starship.*

## ★ In control

*Grebnedlog has a dominating presence on the bridge. His intelligence soon becomes apparent.*

never referred to as such; indeed Grebnedlog seems more like a spokesperson for the crew, although he takes decisions without consulting any of them.

## To boldly look

To use Grebnedlog's own description, the *Mondor's* mission is to "look for things. Things we need. Things that make us go." To achieve this Grebnedlog is prepared to use devious means and he considers himself far from helpless, regardless of his true situation. Little of what he says or does is sincere. It is the foolish foe who takes Grebnedlog's almost childlike innocence and sincerity at face value, as he is surprisingly skilled in the art of

deception, using apparent helplessness and – if necessary – near-fatal force to get his way. His tactics have apparently met with some success, as most, if not all, of the technology on board the *Mondor* is stolen from races such as the **Romulans**, **Klingons**, and **Jarada** – just about anyone the Pakleds have ever come into contact with. Despite this, neither Grebnedlog nor his crew have the knowledge to properly use their ill-gotten gains.

## Underestimating Starfleet

On **Stardate 42779.1**, Grebnedlog tricks the **U.S.S. Enterprise NCC-1701-D**, under the command of **Commander William**

"Can you make our ship go?"

— Captain Grebnedlog asks Geordi La Forge for help

## ★ In command

*Grebnedlog commands the crew of the **MONDOR**, despite the fact that he holds no formal rank.*



**Riker**, into sending **Chief Engineer Geordi La Forge** to the *Mondor* to effect repairs to fictitious faults generated by its computer system. Taking La Forge hostage, Grebnedlog demands information about the *Enterprise's* computer banks and weapons systems. The *Enterprise* eventually wins La Forge's release with the help of its

## ★ Captive La Forge

*The Pakled crew pose a considerable threat to La Forge's security, despite their low intelligence levels.*

'**crimson forcefield**.' Grebnedlog is philosophical in defeat, perhaps already plotting his next 'Pakled in distress' act for another group of unsuspecting travelers.

## CRIMSON FORCEFIELD

### Outwitting the Pakleds in style

The '**crimson forcefield**' employed on **Stardate 42779.1** by the **U.S.S. Enterprise NCC-1701-D** against the Pakled ship *Mondor* is nothing more than a ruse; the *Enterprise* has no such weapon. Faced with the task of securing the release of the kidnapped Lt. Geordi La Forge, Commander William Riker – with the help of Lt. Commander Data and Lt. Worf – uses the Pakleds' naivety against them. The Pakleds allow the *Enterprise* to talk to La Forge, with the trio giving him a series of coded messages that he correctly deduces means a rescue attempt will be made. With the aid of its hydrogen exhaust, the *Enterprise* emits what appears to be a crimson-colored cloud of vapor. This is purely a light show for the benefit of the Pakleds, and La Forge immediately names the phenomenon the '**crimson forcefield**' which, he says, is capable of disabling the *Mondor's* weapons systems. In reality it is La Forge himself who has done this, acting on the *Enterprise's* prearranged signal. Convinced that the *Enterprise* poses a bigger threat than they had at first thought, the Pakleds allow the shaken chief engineer to return to his ship.

### ◀ Encoded

*Commander Riker conducts a conversation with Grebnedlog via the viewscreen. His threatening demeanor provides hints to the captured La Forge that a plan to rescue him is underway.*



### ◀ Light show

*The **U.S.S. ENTERPRISE NCC-1701-D** blows hydrogen through its bussard collectors. This spectacular, if harmless, display is enough to make the Pakleds surrender.*





# Borg Cortical Node

The **cortical node** is, perhaps, the single most important implant contained within the body of a **Borg drone**. This seemingly innocuous device serves to regulate the relationship between the biological and technological components of a drone, and its malfunction ultimately results in the death of its Borg host.

**B**org physiology consists of biological material enhanced and supported by artificially produced implants; a drone can only function efficiently if these two systems are kept in synchronization with each other. Studies by **Starfleet** into the dependence of drones on their mechanical components shows that, while minor implants may be removed with no effect on the individual after assimilation, the symbiosis between the mechanical

and biological elements becomes increasingly complex as time passes. There eventually comes a point where the removal of certain vital components will result in the death of the drone. The device responsible for regulating the life-sustaining relationship between these major implants and a drone's biological components is the **cortical node**, and its malfunction requires the total replacement of the unit in order to prevent the inevitable death of the drone.

The cortical node is located within the cranium of the drone in virtually the same position on all humanoid life forms, being seated within an artificial exoskeleton offering significant levels of protection over normal skull material. The node is completely sealed inside the drone's head, and cannot be directly accessed from the surface of the skin, unlike many externalized implants. In order to install or remove a cortical node, a circular incision needs to be made to the center right of the drone's forehead, and with the layer of skin removed, an electronically operated iris is exposed. Activation of the iris produces an entrance hole around two and a half centimeters in diameter, through which the upper section of the node is immediately exposed, automatically sliding out of the cranial cavity from its normal position within the skull.

## Cortical node design

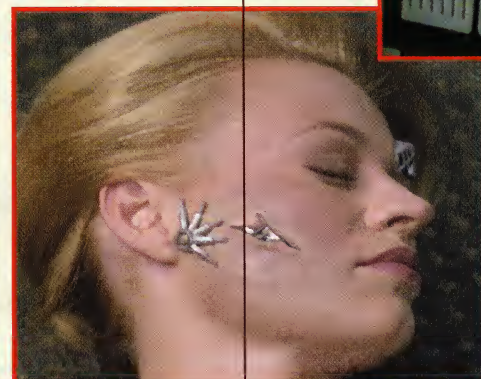
The cortical node is around eight centimeters in length. It is an extremely compact unit that integrates perfectly with the primary neurones forming the main internal connection point to the node during its use. The upper and lower sections of the node are barrel shaped, and constructed from a highly polished metallic



Seven of Nine's cortical node begins to fail in 2377. She initially tries to ignore her symptoms, in the hope that her regeneration alcove will repair the damage, but she is well aware of her impending fate.

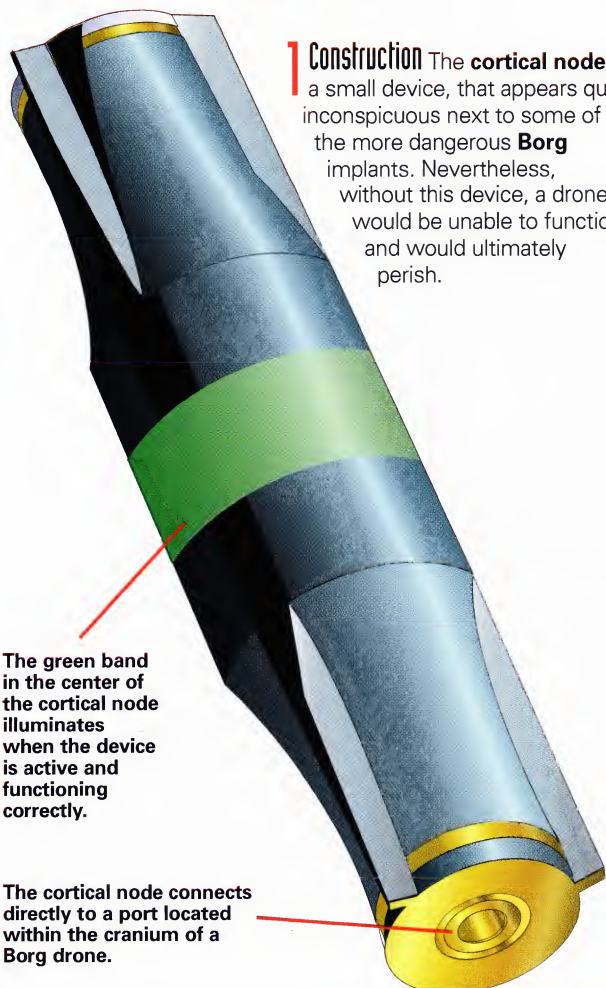
alloy. The device flares out to a wider central section containing a glowing green diode that strobes with the cortical activity of the drone. The identical ends of the node terminate in a flattened cap, and have three narrow ridges running along the outside that aid the removal and insertion of the node into the drone's cranium. The node emits a high pitched electronic clicking noise,

Medical scans conducted by the Doctor in the U.S.S. VOYAGER NCC-74656's sickbay are able to reveal that Seven's cortical node is beginning to fail.



A failing cortical node results in a drone suffering a number of strange symptoms, such as crying and the loss of motor skills. One of the most visible effects of a cortical node malfunction occurs when the drone's body begins to reject their technological implants.

## BORG CORTICAL NODE



**Construction** The **cortical node** is a small device, that appears quite inconspicuous next to some of the more dangerous **Borg** implants. Nevertheless, without this device, a drone would be unable to function, and would ultimately perish.

The green band in the center of the cortical node illuminates when the device is active and functioning correctly.

The cortical node connects directly to a port located within the cranium of a Borg drone.



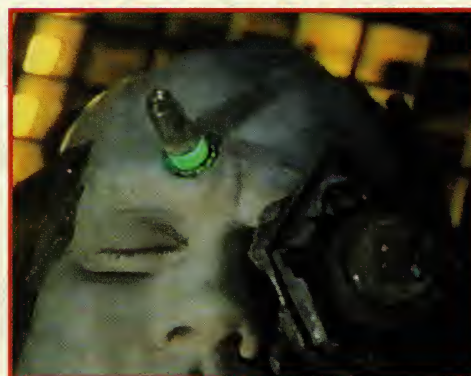
# Borg Cortical Node



▲ **The removal of a cortical node from a Borg drone is an extremely delicate procedure. The first stage involves cutting a circular incision into the drone's epidermis.**



▲ **Removing the layer of skin reveals a small iris. This portal serves to cover the cortical node, and the tiny port that it connects to within the drone's cranium.**



▲ **When the iris is opened, the cortical node rises out of the cranium. The device can then be removed, preferably using a sterilized tool.**

synchronized with the strobing of the central band. The node is constructed to be highly resilient, yet it has to be handled with care in order to minimize any chance of damage to its extremely complicated internal components.

## Delicate technology

Cortical nodes are one of the most advanced examples of Borg technology in existence, and are so complex that attempts to repair damaged or malfunctioning nodes are seen as futile. Cortical nodes cannot be replicated due to their intricacy, and the only procedure open to the Borg is the complete replacement of the unit. Nodes that have been deactivated for long periods of time cannot be adapted to a new host, so a replacement node will either have to be manufactured from new, or taken from a drone that is still alive, and quickly relocated into the cranium of the malfunctioning individual. Removal of a cortical node from a drone will result in cortical failure within two minutes, so a donor drone would be killed if its own node is removed for use in another being. Under such circumstances, there is still a very good chance that a node may be rejected by the host body, though this may depend on the relative physiology of the two drones. In the case of **Icheb** donating his cortical node to **Seven of Nine** aboard the **U.S.S. Voyager NCC-74656** in 2377, there is an 86.9 percent chance that Seven of Nine will adapt to Icheb's node. Despite this, the removal of his node requires extensive genetic resequencing in order to compensate for the loss to his body.

Icheb is able to function without his cortical node because he left his **Borg maturation chamber** prematurely, reducing the complex

relationship between his biological systems and implants. Seven of Nine, as a fully mature Borg drone, cannot survive without her cortical node, and its malfunction threatens death after a process of gradual breakdown.

## Malfunctioning unit

The first indication of a problem with the node is manifested as a series of headaches, but because their severity does not impede Seven's routine she chooses not to report the matter to the **Emergency Medical Hologram**. The destabilization of the node results in more obvious external symptoms, such as an involuntary release of fluid from one tear duct. The cortical node connects directly to a drone's **regeneration alcove**, and when it becomes unstable the connection between the alcove and the drone cannot be successfully engaged, preventing the regeneration cycle taking place. The alcove has the ability to detect a problem with the cortical node and can even be programmed to disconnect the neural regulators and isolate the node's cortical

▼ **Seven of Nine refuses to allow Icheb to threaten his life by removing his cortical node. Nevertheless, he takes matters into his own hands, and disengages his node in order to force Seven to accept it.**



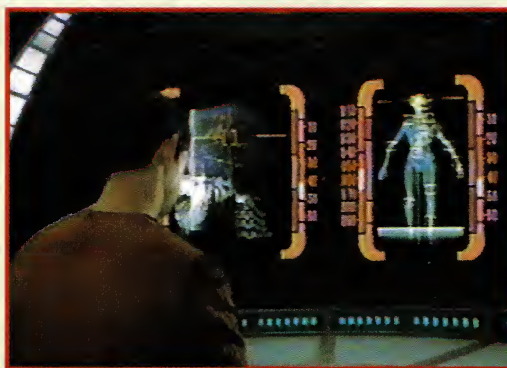
function in a drone, but components from the alcove cannot be used to repair a damaged node.

Physical exertion accelerates the breakdown of a malfunctioning node, and will ultimately result in a loss of motor function and coordination in a drone. One of the most dramatic effects in the latter stages of the node's destabilization is the rejection of the drone's implants by the body, illustrating the lack of control being exerted

by the node on the body's immune system. Parts of the skin may rupture, exposing Borg implants directly underneath as they shut down one by one; this is usually accompanied by a total physical collapse and spasm. Seven of Nine at first insists that the highly adaptive nature of Borg technology will result in the node repairing itself over time, but she knows that it does not have a self-repair function, and will require complete replacement.



▼ **The Doctor has to conduct a number of simulations aboard U.S.S. VOYAGER in an effort to try and perfect the delicate operation required to replace Seven of Nine's cortical node.**



▼ **Icheb devises a strategy to donate his cortical node to Seven of Nine when all other avenues of possibility meet with failure. The young man is far less reliant on his node, as he did not spend the required amount of time in a maturation chamber to fully integrate his implants.**

▼ **The operation to transfer Icheb's cortical node into Seven of Nine is an intricate procedure with no sure promise of success. Fortunately, the node continues to function perfectly.**





# STAR TREK: FIRST CONTACT Index Part 1



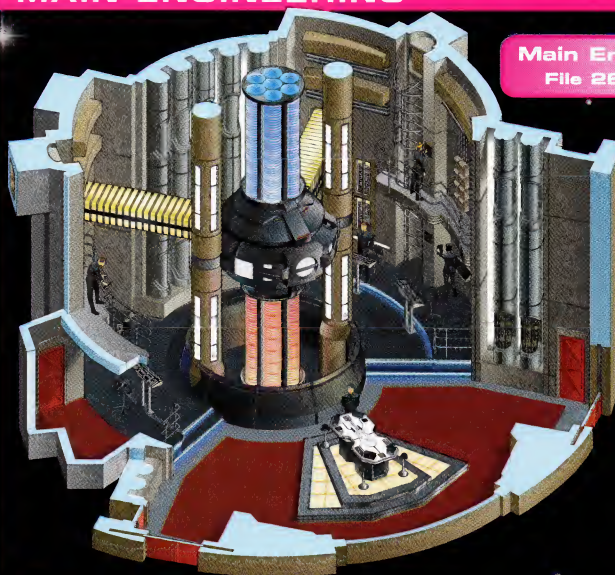
## MAIN BRIDGE



**Main Bridge**  
File 26 Card 2

The bridge of the U.S.S. ENTERPRISE NCC-1701-E is far larger than that of its predecessor. Many stand-alone workstations are positioned around the expansive room.

## MAIN ENGINEERING



**Main Engineering**  
File 26 Card 3

The ENTERPRISE's Main Engineering department is an immense facility, dominated by a towering warp core.

## U.S.S. DEFIANT

The U.S.S. DEFIANT NX-74205 is left severely damaged after it engages a BORG CUBE in 2373.



**U.S.S. DEFIANT NX-74205**  
File 28 Card 1

## READY ROOMS

The observation lounge features scale models of the previous starship ENTERPRISES.



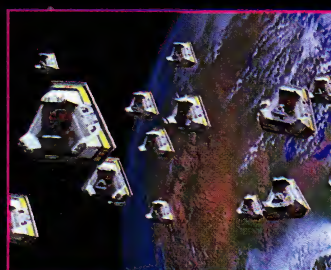
**Observation Lounge**  
File 26 Card 5



**Captain's Ready Room**  
File 26 Card 4

The Captain's ready room enables Captain Jean-Luc Picard to retreat from the bridge of the ENTERPRISE to a private sanctum away from day-to-day ship operations.

## ESCAPE PODS



**Escape Pods**  
File 26 Card 7

The crew of the ENTERPRISE flee aboard escape pods. They set course for Gravitt Island on Earth, when Captain Picard agrees to destroy his vessel to remove the Borg threat.



## UNIFORMS



**Starfleet Uniforms: 2373**  
File 61 Card 9

## STAR TREK: FIRST CONTACT FILES

### SECTION 2: A GUIDE TO FEDERATION STARFLEET

26	1	U.S.S. ENTERPRISE NCC-1701-E
28	1	U.S.S. DEFIANT NX-74205

### SECTION 3: PERSONNEL FILES

43	27	PICARD
43	28	RIKER
43	29	DATA
43	30	TROI
43	31	CRUSHER
43	32	WOLF
43	33	LA FORGE

### SECTION 5: EQUIPMENT AND TECHNOLOGY

60	2D	PHASER RIFLES: 2260s-2370s
61	9	STARFLEET UNIFORMS: 2373

### SECTION 6: STARSHIP LOG

79		STAR TREK: FIRST CONTACT
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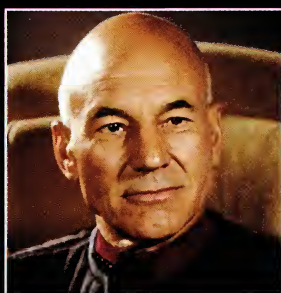




# STAR TREK: FIRST CONTACT Index

**Part 1** The crew of the new *Sovereign*-class *U.S.S. Enterprise NCC-1701-E* must travel back through time in order to prevent the **Borg** from disrupting the timeline. At stake is humanity's first encounter with an alien species — **First Contact** with the **Vulcans** that will usher in a new era of peace, and herald the formation of the **Federation**.

## STARFLEET PERSONNEL



**Captain Picard**  
File 43 Card 27



**Commander Riker**  
File 43 Card 28



**Lt. Cmdr. Data**  
File 43 Card 29



**Commander Troi**  
File 43 Card 30



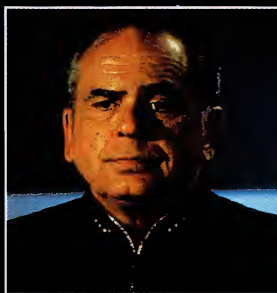
**Dr. Crusher**  
File 43 Card 31



**Lt. Cmdr. Worf**  
File 43 Card 32



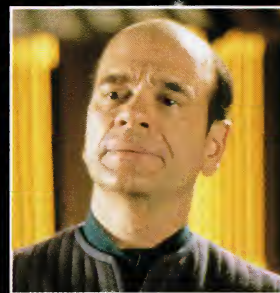
**Lt. Cmdr. La Forge**  
File 43 Card 33



**Admiral Hayes**  
File 19 Card 28



**Lt. Hawk**  
File 79



**EMH**  
File 26 Card 9

## U.S.S. ENTERPRISE NCC-1701-E



**U.S.S. ENTERPRISE  
NCC-1701-E**  
File 26 Card 1

◀ The **U.S.S. ENTERPRISE NCC-1701-E** has conducted a six month trial and shakedown cruise by 2373. It is widely acknowledged as one of the most sophisticated vessels currently in Starfleet service.



**STARBOARD VIEW**



**DORSAL VIEW**



**AFT VIEW**



**FORE VIEW**



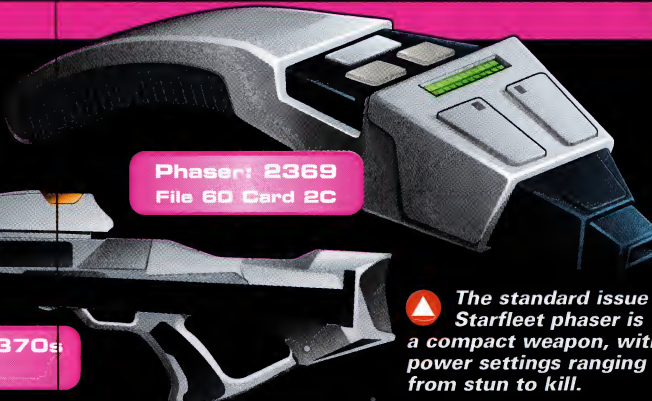
**VENTRAL VIEW**

## PHASERS

▼ By 2373, Starfleet has introduced a new version of its phaser rifle. This revised model fires quick bursts of powerful energy, making it a formidable weapon during battle.



**Phaser Rifles: 2260s-2370s**  
File 60 Card 20



**Phaser: 2369**  
File 60 Card 2C

▲ The standard issue Starfleet phaser is a compact weapon, with power settings ranging from stun to kill.





# O update

**O'Clare, Katie** Captain Kathryn Janeway's role in the **Fair Haven** holodeck program. After Janeway told **Michael Sullivan** that her name was Kathryn and her uncle owned property in **County Clare**, Sullivan began calling her Katie O'Clare. (*Starship Log*: 'Fair Haven' [VOY]) **SEE FILES 43, 71**

**O'Donnel, Shannon** Ancestor of **Captain Kathryn Janeway**, who married **Henry Janeway** in the early part of the 21st century. Family lore depicted O'Donnel as a lynchpin in space exploration and the **Millennium Gate** project, but in reality her contributions were minor. (*Starship Log*: '11:59' [VOY]) **SEE FILES 43, 71**



▲ **Shannon O'Donnel found herself stranded in Portage Creek on new year's eve 1999, where she met Henry Janeway and his son, Jason.**

**O'Halloran, Maggie** Young, attractive holographic woman in the **Fair Haven** program, who was destined to wed a jealous pig farmer. While on a date with **Harry Kim**, O'Halloran was turned into a cow by **Tom Paris**. (*Starship Log*: 'Fair Haven' [VOY]) **SEE FILES 29, 43, 71**

## O'Zaal, Ambassador

The race coordinator for the **Antarian Trans-stellar Rally** of 2377. O'Zaal accepted the **U.S.S. Voyager NCC-74656**'s entrance petition and then relied on **Captain Kathryn Janeway**'s help to keep the other participants appeased. (*Starship Log*: 'Drive' [VOY]) **SEE FILES 18, 71**



▲ **Ambassador O'Zaal was keen to appease all the entrants of the Antarian Trans-stellar Rally, but found that it was a difficult job.**



▲ **Captain Kathryn Janeway was referred to as Katie O'Clare by Michael Sullivan whenever she visited the holodeck village of Fair Haven.**

**Ogla** **SEE Kazon-Ogla**

**Oglamar** **SEE Kazon-Oglamar**

**Omara s'alas** Talaxian saying that translates as "good news has no clothes" – similar to "good news travels fast." When **Tom Paris** and **B'Elanna Torres** were surprised how quickly their crewmates learned of her pregnancy, **Neelix** said, "Omara s'alas." (*Starship Log*: 'Lineage' [VOY]) **SEE FILE 71**

**Orek, Mr.** Chief of Mining Operations on **Telsius Prime** in the **Delta Quadrant** in 2376. Orek's trip to the **Grenna System** gave **Dala** the opportunity to steal his **bolomite**. Orek helped **Captain Kathryn Janeway** capture **Dala**. (*Starship Log*: 'Live Fast and Prosper' [VOY]) **SEE FILE 71**



▲ **Representatives of Mr. Orek were fooled by Dala's impersonation of Captain Kathryn Janeway of the U.S.S. VOYAGER NCC-74656.**

**Orellius Minor** F-type star in the **Alpha Quadrant**. One of the planets in the **Orellius Minor System**, **Orellius**, was home to **Alixus** and her back-to-nature group beginning in 2360. (*Starship Log*: 'Paradise' [DS9]) **SEE FILE 70**

O'Clare, Katie  
O'Donnel, Shannon  
O'Halloran, Maggie  
O'Zaal, Ambassador  
Ogla  
Oglamar  
Omara s'alas  
Orek, Mr.  
Orellius Minor  
Orendal V  
organics  
Orgy of the Walking Dead  
Orion I  
Orlitus cluster  
Orpisy Nebula  
Oshionian Prime  
Overlooker  
Ovions  
Ox and the Lamb, The



▲ **Maggie O'Halloran was an attractive woman, until Tom Paris altered her holographic matrix, changing her into a cow.**

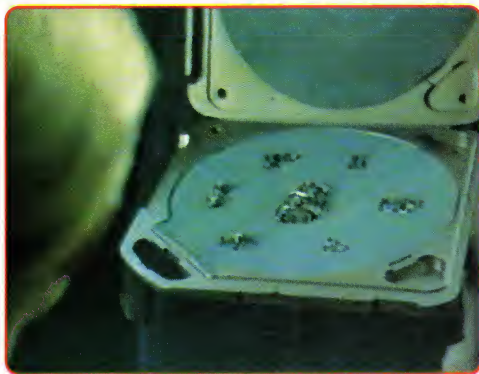


▲ **Neelix said "omara s'alas" to explain how B'Elanna Torres's pregnancy became common knowledge.**



▲ **Alixus's technology free colony was located on a planet in the Orellius Minor System.**





▲ Members of Seven of Nine's former unimatrix acquired Borg technology from a trader on Orendal V.

## organics

A term used by some sentient holograms as a disparaging reference to any biological life forms. Both **Iden** and the **isomorphic projection maintenance unit Dejaren** employed this word. (*Starship Log: 'Revulsion' [VOY]*) **SEE FILE 71**



▲ Some sentient holographic life forms, such as the deranged isomorphic projection Dejaren, referred to biological species throughout the Galaxy as "organics."

## Orgy of the Walking Dead

Title of a motion picture favored by **Rain Robinson** and **Tom Paris**. Orgy of the Walking Dead's popular acceptance inspired a sequel, **Bride of the Corpse**. (*Starship Log: 'Future's End', Part I [VOY]*) **SEE FILE 71**

## Orion I

**Alpha Quadrant** planet known, among other things, for hosting the prestigious **Institute of Cosmology**. **U.S.S. Voyager NCC-74656** crewman **Harren** had intended on attending Orion I's institute of higher learning. (*Starship Log: 'Good Shepherd' [VOY]*) **SEE FILES 43, 71**

▶ **Mortimer Harren** had to have experience aboard a starship to enable him to attend Orion I's Institute of Cosmology.



## Orendal V

Planet in the **Delta Quadrant** cited by a former **Borg** drone as being the home planet of a trader who had acquired Borg parts from **Seven of Nine's** original unimatrix. (*Starship Log: 'Survival Instinct' [VOY]*) **SEE FILE 71**



## Orlitus cluster

Star formation visible in the **Brunali** night skies. **Icheb's** father indicated that the Orlitus cluster, along with **Kelsin III** and other stars, formed a constellation called the **Great Horn**. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILE 71**

▶ **Icheb's father, Leucon, taught his son about the various constellations in the skies above the Brunali homeworld in 2376. The Orlitus cluster was one of the formations he mentioned.**

## Orpisaq Nebula

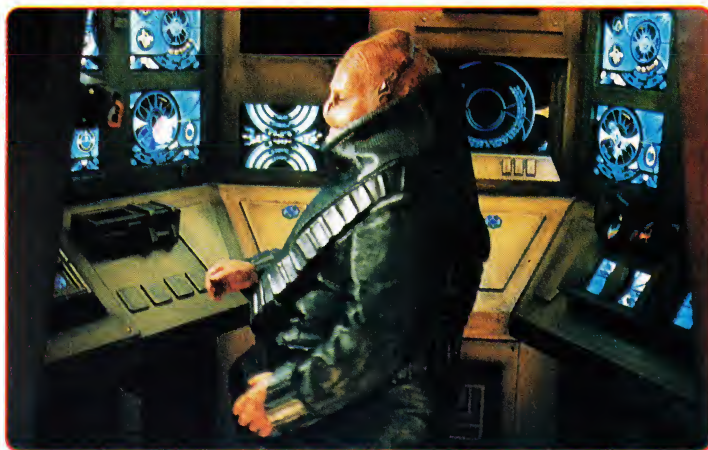
Collection of gas and dust in the **Delta Quadrant** that was beyond the reach of the **U.S.S. Voyager NCC-74656's** **Astrometrics** sensors until **Icheb** enhanced the lab's equipment in 2376. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILE 71**

## Oshionian Prime

Planet famous for its romantic swamps. The **U.S.S. Voyager NCC-74656's** **holodeck** repertoire included a simulation of the marshlands of Oshionian Prime. When illuminated by moonlight, it was considered suitable for strolling lovers. (*Starship Log: 'Fury' [VOY]*) **SEE FILE 71**

## Overlooker

Position of authority in the **Hierarchy**, a **Delta Quadrant** civilization. The Overlooker who attacked the **U.S.S. Voyager NCC-74656** after assessing its risk factor, was defeated by the **Doctor's** imaginary **photonic cannon**. (*Starship Log: 'Tinker Tenor Doctor Spy' [VOY]*) **SEE FILES 18, 71**



▶ **Overlookers stationed aboard HIERARCHY VESSELS were instructed to assess the threat posed by an enemy ship before they mounted an attack against it.**

## Ovions

Name of a warp-capable hexapod race in the **Delta Quadrant**. The Ovions wanted the **Doctor** to contribute to their **spaceborne pathogen symposium**. (*Starship Log: 'Flesh and Blood', Part I [VOY]*) **SEE FILE 71**



## Ox and the Lamb, The

Eatery in the **Fair Haven holodeck** simulation. **Neelix** originally consulted with the owner for tips on traditional Irish food preparation, but then later became the owner himself. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILES 29, 71**

▶ **The Ox and the Lamb was just one of the highlights enjoyed by the crew of the U.S.S. VOYAGER NCC-74656 in the Fair Haven holodeck program in 2376.**



## THE TAL SHIAR

FILE 12 CARD 5

The **Tal Shiar** is a secretive **Romulan** intelligence agency that has authority over the actions of the military.



The **Romulan Subcommander Selok** poses as a **Vulcan** ambassador named **T'Pel** in 2367.

FILE 49 CARD 5

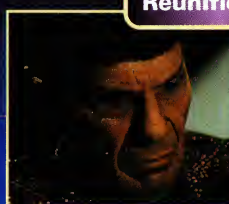
**Sela**

**Sela** is involved in many political machinations, including the **Klingon Civil War** of 2367-2368.



FILE 49 CARD 2

**Senator Koval** is the head of the **Tal Shiar** in 2375. This duplicitous individual is also known to be involved in dealings with **Section 31**.



**Reunification**

**Ambassador Spock** leads an underground movement to reunite the **Romulan** and **Vulcan** civilizations.

FILE 12 CARD 7

The **Romulans** engineer an **interphase cloaking device** to aid the already secretive nature of their starships.

**Interphase Cloaking Device**

FILE 59 CARD 12A

**Koval**

## SECTION 31

**Section 31** is a covert department of the **Federation**. The group initiate numerous plots – such as releasing a disease against the **Founders** – to ensure the security of the **Federation**.



**Luther Sloan**

FILE 43 CARD 83

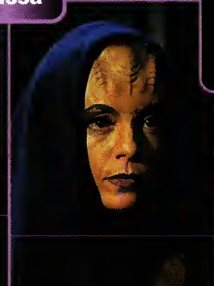
**Luther Sloan** is an agent of **Section 31**. He often enlists the aid of the genetically-enhanced **Dr. Julian Bashir** to assist in his missions.



FILE 19 CARD 10A

**Arissa**

**Arissa's** memory is removed in order to assist her attempt to gather data on a member of the **Orion Syndicate** who routinely uses telepaths to assess the loyalty of their operatives.



**Arissa** has a brief relationship with **Odo**, but her restored memories reveal that she is married.



FILE 58 CARD 17

**Subcommander N'Vek**



**Subcommander N'Vek** assists a surgically altered **Counselor Deanna Troi** transport a number of high-ranking **Romulan** defectors to **Federation** space in 2369.

FILE 49 CARD 14

**Tal Shiar-Obsidian Order Alliance**

The **Tal Shiar** join forces with the **Cardassian Obsidian Order** in 2371, in an effort to destroy the homeworld of the **Founders**.



FILE 70 CARD 61

**The Founders**



The **Founder's** shapeshifting abilities allow them to infiltrate many **Alpha Quadrant** governments.

FILE 60 CARD 30



The invisible mines employed by the **Domination** forces on the **AR-558** planetoid appear from **subspace** without warning.

**Invisible Mines**

FILE 16 CARD 2

## THE KAZON

**Maje Culluh**



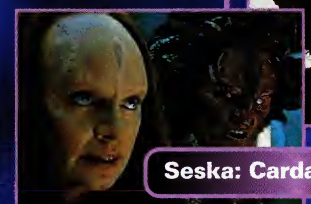
**Maje Culluh** allows **Seska** to join the **Kazon-Ogla** in 2371, leading to an initially successful attempt to capture the **U.S.S. Voyager NCC-74656**.

FILE 58 CARD 29

**Seska: Cardassian Spy**

FILE 18 CARD 6C

**Ensign Seska** is revealed to be a **Cardassian** operative in 2371. She later flees the **U.S.S. Voyager NCC-74656**, and joins the **Kazon**.



The **Trabe** attempt to form an alliance with the crew of the **U.S.S. Voyager NCC-74656** and the **Kazon**, but they secretly intend to destroy their former slaves.



**The Kazon and the Trabe**

FILE 43 APPENDIX CARD 6

## THE OBSIDIAN ORDER

FILE 13 CARD 3

**Enabran Tain**

**Enabran Tain** is the head of the **Obsidian Order** from 2348 until 2368.



FILE 50 CARD 6

**Garak and the Obsidian Order**

**Elim Garak** is the son of **Enabran Tain**. He serves as a secret agent of the **Obsidian Order** for many years, before he is exiled to **Deep Space Nine**.



FILE 50 CARD 2A

**Gul Madred**

**Gul Madred** spreads rumors that the **Cardassians** are developing **metagenic weapons** on **Celtris III** leading to the capture of **Captain Jean-Luc Picard**.



FILE 50 CARD 9



**Anti-Changeling Device**

FILE 60 CARD 8

A **Cardassian** operative is surgically altered to resemble a former **Starfleet** officer in 2369, leading to the arrest of **Chief Miles O'Brien**.



**Boone**

## THE MAQUIS

**Thomas Riker** chooses to abandon his promising **Starfleet** career in order to join the **Maquis**. In 2371, he steals the **U.S.S. Defiant NX-74205** from **Deep Space Nine**.



**Thomas Riker**

FILE 43 CARD 28 APPENDIX 1

**Kasidy Yates**



The **Maquis** execute a series of surprise attacks to highlight their plight under **Cardassian** rule.

FILE 43 CARD 70A

**Michael Eddington** continues to serve as a **Starfleet** officer until his allegiance to the **Maquis** is revealed in 2372.

**Eddington**





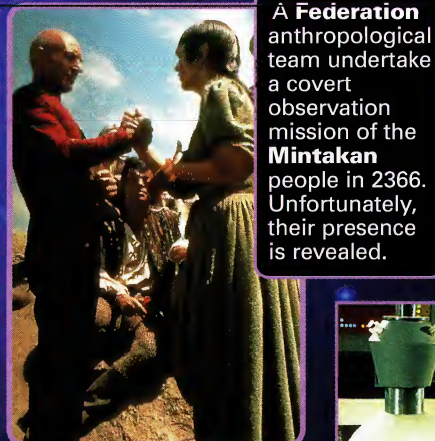
# The Guide to the STAR TREK Galaxy

## THE COVERT OPERATIONS INDEX

FILE 1 CARD 87

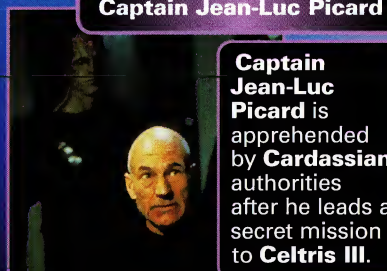
### STARFLEET INTELLIGENCE

FILE 18 CARD 16



A Federation anthropological team undertake a covert observation mission of the **Mintakan** people in 2366. Unfortunately, their presence is revealed.

Captain Jean-Luc Picard



**Captain Jean-Luc Picard** is apprehended by **Cardassian** authorities after he leads a secret mission to **Celtris III**.

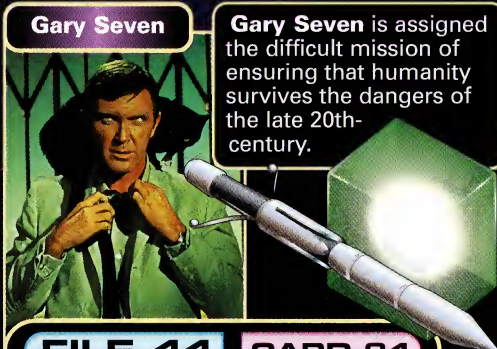
FILE 43 CARD 27



**Captain James T. Kirk** undertakes a covert mission to steal a **cloaking device** from a **Romulan** vessel in 2268.

Cloaking Device

FILE 59 CARD 12



**Gary Seven** is assigned the difficult mission of ensuring that humanity survives the dangers of the late 20th-century.

FILE 44 CARD 34

Alien Parasites: 'Conspiracy' Threat

A secret attempt to invade **Starfleet** is made by alien parasites in 2364.



FILE 18 CARD 108

Tuvok



**Tuvok** takes part in an undercover mission to infiltrate **Chakotay's Maquis** cell in 2371.

FILE 43 CARD 53

Riker and Admiral Pressman



FILE 43 CARD 28B

Admiral Dougherty

**Admiral Matthew Dougherty** takes part in a joint **Son'a-Federation** mission to secretly relocate the **Ba'ku** people.

FILE 43 CARD 82

**Counselor Deanna Troi** is surgically altered in order to aid a number of **Romulan** defectors in 2369.

Deanna Troi

FILE 43 CARD 30

FILE 43 CARD 107



**Admiral Cartwright** secretly conspires to end the **Federation-Klingon** peace negotiations in 2293.

Admiral Cartwright

U.S.S. Pegasus NCC-53847

The **U.S.S. Pegasus NCC-53847** is a testbed for **Starfleet's** secret **interphase generator**.



FILE 31 CARD 7D

Many agencies throughout the Galaxy attempt to manipulate the flow of political and military affairs by authorizing covert operations designed to secretly observe, or even to interfere, with the actions of others.

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- 80 STAR TREK: INSURRECTION

### THE ORION SYNDICATE

FILE 18 CARD 110

Liam Bilby



**Chief Miles O'Brien** infiltrates an **Orion Syndicate** cell led by **Liam Bilby** in 2374.

FILE 44 CARD 40

Orion Syndicate Bomb

The **Orion Syndicate** use concealed bombs to achieve their goals.



FILE 60 CARD 18

FILE 7 CARD 5C



An Orion operative disguised as an **Andorian** bids to disrupt the **Babel conference** of 2267.

Andorians

FILE 18 CARD 63

The **Ansata Separatist Movement** conduct terrorist attacks in a bid for independence in 2366.



The Ansata

Yuta

**Yuta** undertakes an extended mission to murder all the men of the **Lornak** clan using a **microvirus**.



FILE 58 CARD 33

### COVERT OPERATIONS: KEY EPISODES



'Journey to Babel'  
FILE 68  
CARD 43



'Assignment: Earth'  
FILE 68  
CARD 54



'The Enterprise Incident'  
FILE 68  
CARD 58



'Who Watches the Watchers?'  
FILE 69  
CARD 51



'The Vengeance Factor'  
FILE 69  
CARD 56



'Redemption' Parts I & II  
FILE 69  
CARD 98



'Unification' Parts I & II  
FILE 69  
CARD 104



'The Next Phase'  
FILE 69  
CARD 120



'Chain of Command' Parts I & II  
FILE 69  
CARD 131



'Face of the Enemy'  
FILE 69  
CARD 134



'The Pegasus'  
FILE 69  
CARD 155



'Improbable Cause'  
FILE 70  
CARD 61



'The Die is Cast'  
FILE 70  
CARD 62



'Let He Who is Without Sin'  
FILE 70  
CARD 99



'A Simple Investigation'  
FILE 70  
CARD 109



'Behind the Lines'  
FILE 70  
CARD 122



'Honor Among Thieves'  
FILE 70  
CARD 133



'Inquisition'  
FILE 70  
CARD 136



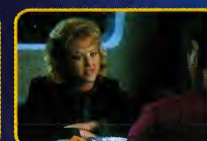
'Inter Arma Enim Silent Leges'  
FILE 70  
CARD 160



'State of Flux'  
FILE 71  
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'Scientific Method'  
FILE 71  
CARD 72



'Unforgettable'  
FILE 71  
CARD 87



STAR TREK VI: The Undiscovered Country  
FILE 77



STAR TREK: Insurrection  
FILE 80



# Gegen's Research Vessel: Interior

*Gegen's Research Vessel* is designed to provide the Voth scientist with a mobile base of operations, acting as both a starship bridge, and a comprehensively equipped research facility.

**T**he Voth are a highly advanced race, possessing propulsion, scanning and cloaking technology far in advance of that available to Starfleet. In addition to the various control interfaces for the transwarp-capable vessel, the ship is designed for extended long-range research. It is equipped with a wide variety of equipment in order to support Professor Gegen's work as a molecular paleontologist, along with that of his assistant and co-pilot, Veer. The majority of the ship's control interfaces and scientific equipment are located within one large central room, which is connected to the rest of the ship by a main corridor, and allows Gegen to carry out his research, and study the findings while coordinating the running of the vessel.

## Darkened facility

The main interior command and research room is roughly circular, with the interior bulkhead panels constructed from a dark gray metal. The shape and surface texture of these panels change around the room – the angled doorway, for example, is surrounded by a series of mesh panels. The majority of the chamber's panels are made up of wide rectangular plates with the area directly facing the entrance featuring bulkhead panels that contain illuminated blue inserts of varying designs, with some of the glowing sections featuring touch-sensitive control interfaces close to the free standing consoles. The ship's computer gives audible confirmation of the vessel's various systems and resources, filling the room with noise.



▲ The central work bench dominates the interior of the RESEARCH VESSEL. The bench is lit from above, providing ample illumination for thorough investigations.

Unlike Starfleet vessels, there is little comfort within this chamber – in particular, there is no use of warm materials. The overall effect of the interior's construction perfectly matches the purpose of the vessel, having very much a laboratory-like feel to it. The main room is entered through a set of large interlocking doors built into an angled hatchway that is wider at the bottom than the top. On entering the room, the vital systems monitors and a central specimen bench can be easily reached, and while the working area is generous for the two scientists, the positioning of the free standing control interface consoles around the central bench is close enough to allow commands to be instigated very quickly.

In keeping with the interior of the *Voth City Ship*, the illumination within the *Research Vessel* is minimal – although greater illumination is built over the specimen bench to aid closer examination of artifacts and finds. The ceiling of the command and research room is dominated by a large lighting array consisting of two sectional circular outer strip lights connecting to a brighter central circular inset panel by long

illuminated bars. The majority of the light is focused into the center of the room.

Voth computer displays use blue as the predominant color, and apart from some small circular lamps built into some bulkhead panels these controls cast a secondary blue color over the room, enhancing the sterile feel of the area.

## Metallic work bench

The specimen bench is of a multi-purpose design, and is constructed from a durable polished metal. The bench is over two meters in length, and over half a meter wide; a series of drilled holes run in clusters across it to allow for drainage after specimens have been cleaned. The bench is hinged in its center, with a circular plate attaching to two supporting metal poles that are fixed in position at the floor and the ceiling, with a curved support runner passing through them. The support runner attaches to the foot and head of



▲ The ceiling of the RESEARCH VESSEL features an intricate array of lighting. Nevertheless, much of the interior is dark.

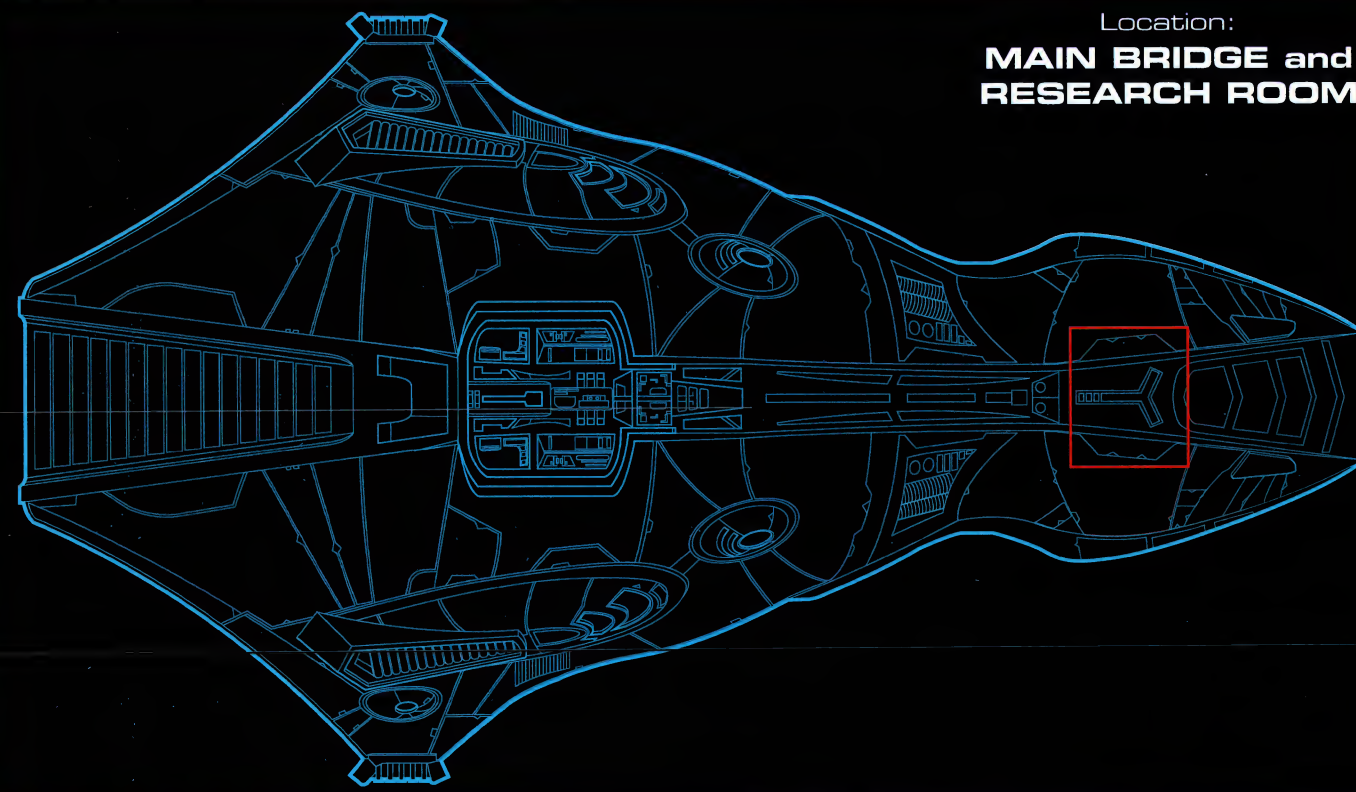


▲ The workstations located aboard the RESEARCH VESSEL utilize touch-sensitive controls similar to Starfleet ships.



▲ Gegen can activate a forcefield to restrict the movements of any life forms that he may be studying.

Location:  
**MAIN BRIDGE and  
RESEARCH ROOM**



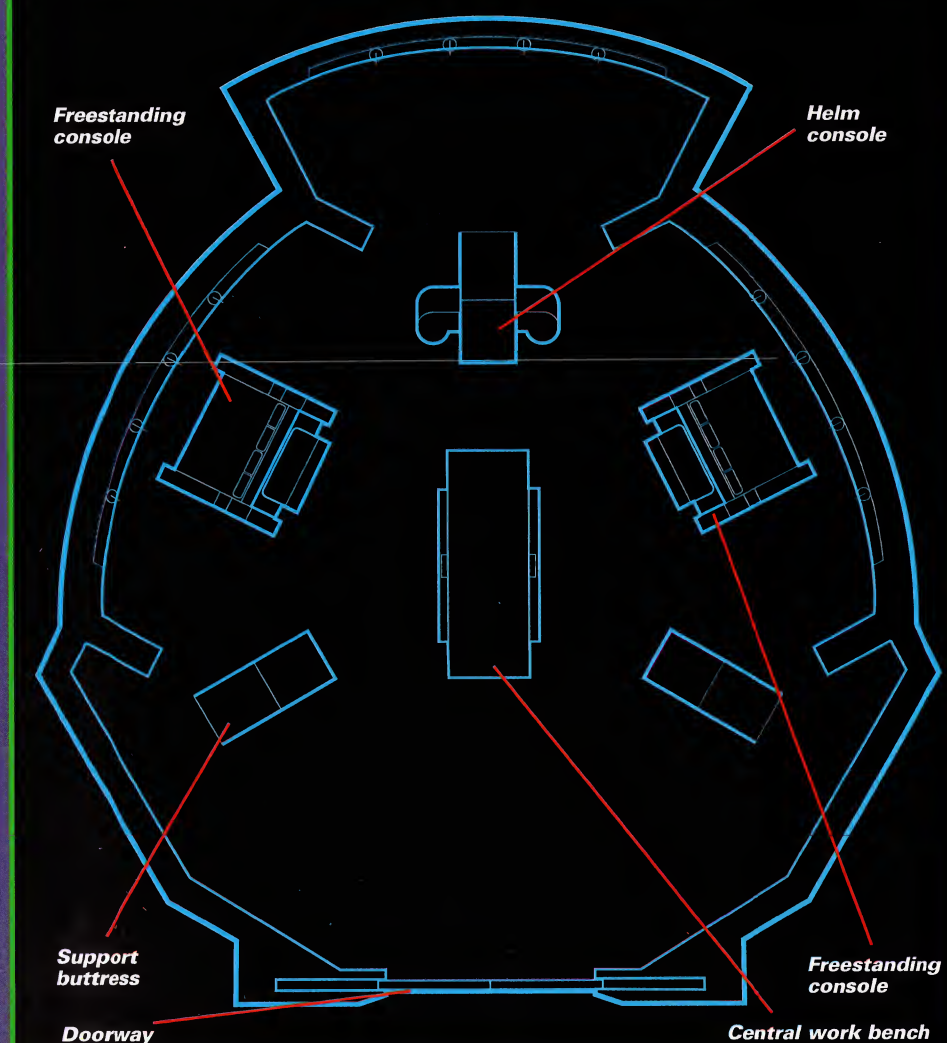
the bench, allowing it to be placed at a variety of angles. Commander Chakotay is placed on the bench in an upright position when he is kidnapped by Gegen from the *U.S.S. Voyager NCC-74656* in 2373. The Voth scientist can also erect a confinement field around the bench, activated from a nearby control console.

## Control systems

The *Research Vessel* requires similarly complex controls to maintain its function, and the two primary control consoles feature a number of audiovisual computerized displays that can be reconfigured to carry out several functions. The freestanding consoles consist of a low level control area, with a small rectangular screen built into the sloping forward surface of the station. Seats are located in front of these stations, but are not essential due to the height of the console. These workstations can be used to study the results of specimen analysis, and make scans of artifacts, as well as accessing the ship's database. They also feature the primary control systems for the ship. Voth scanners have the ability to detect a target vessel up to 90 light years away, and make detailed scans of the interior from this distance.

A split rectangular computerized display is used to control the spatial displacement of the vessel; this console is supported by two pillars attached to the underside of the curved ceiling illumination housing. Activation of this system shifts the exterior of the vessel out of phase, allowing it to become completely invisible to *Voyager's* scanners. This head-height control station can also be used as the helm in order to lay in a new course heading, although if either of the crew wish to participate in audiovisual communication, they have to use one of the standalone consoles.

Location: **MAIN BRIDGE and RESEARCH ROOM**





# Gegen's Research Vessel: Interior

The compact bridge of *Gegen's Research Vessel* features everything necessary for the scientist to conduct a long-range scientific expedition.

A large, freestanding console is located centrally on the bridge. This station acts as both the helm, and to activate the phase shifting device that renders the vessel invisible.

Several smaller consoles are located around the perimeter of the bridge. These workstations are lower than the helm console, and can be operated by seated personnel.

Two large support buttresses are positioned on either side of the bridge. These do not form part of the bulkheads, instead standing approximately one meter clear of the walls.

The bridge is illuminated by a series of small lights located around the perimeter of the bridge. An illuminated section is also set into the ceiling.

The walls of the **RESEARCH VESSEL** feature intricately designed illuminated patterns. A number of touch-sensitive controls are also inset into these panels.

## GEGEN'S RESEARCH VESSEL: INTERIOR

First seen: 2373

Class: *Research Vessel*

Facilities: The interior of the *Research Vessel* is designed to provide a small team with a mobile laboratory. The vessel is fully equipped with all the necessary tools to conduct their scientific endeavors over an extended period of time.



▲ The controls aboard the **RESEARCH VESSEL** are easy to operate, even by an outsider such as Commander Chakotay.



▲ The interior of the **RESEARCH VESSEL** is shaded predominantly in varying tones of blue and gray.



▲ The central work bench is large enough to accommodate most humanoid specimens on its metal surface.

One of the main features of the room is a starkly designed metal work bench. This is used to study both living and deceased specimens that are brought aboard the **RESEARCH VESSEL**.

The bridge is accessed via a single pair of sliding doors. The doorway arches inward toward the top of the door frame.